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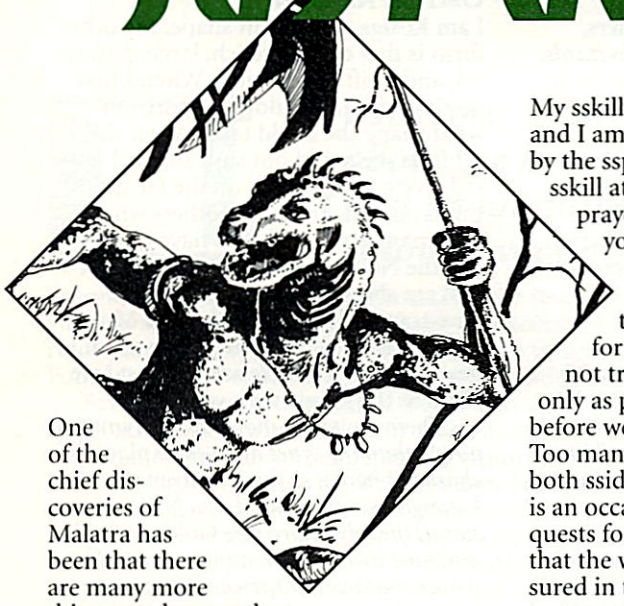
BACK MAILER—Slappin' Paint

ON THE COVER:
Phillip Robb regularly does the art for our *Forgotten Deities* department (written by the laid-back, yet persistent Eric Boyd). He also defined the look of the LIVING JUNGLE campaign when it premiered way back in issue 102, so of course we got him to do this issue's cover, too.

THE LIVING JUNGLE JUST GOT LIVELIER

Since the introduction of the LIVING JUNGLE™ campaign over a year ago, player character heroes have explored the far reaches of the Malatran plateau, encountering strange and wondrous creatures along the way. Dangerous and nasty ones, too.

BY TOM PRUSA



One of the chief discoveries of Malatra has been that there are many more things not human than there are human; humanoid races pop up throughout the jungle like overgrown brush. Now, we are expanding the campaign by making some of those humanoids available as player character options. Within this issue you will find the updated character guidelines and MONSTROUS COMPENDIUM® sheets on your new possibilities. We have also found representatives of these new races who wish to introduce themselves.

Lizardmen

Kusssaki is my name. I have known of the Nubari for some years, many of you live just outside our sswamp. I am of the lizard people, but I am different. I am considered to have come from a flawed egg, but I am not alone. In recent yearss otherss have hatched like me, ssmarter, eager to learn the world outside of the sswamp, not like the old people. We have learned to usse tools, weapons, armor, ssome of uss can even master fire. No longer am I ssatissfied with the hunt as a reason to exist. There musst be more.

To learn more about our world, I have come to join with you for a time. My sskills as a fighter are formidable, and I am alsso granted the power to heal by the sspiritss of the jungle. We have no sskill at your magic, only in the prayerss to the sspirits does what you might call magic appear.

My tribe inhabits the deepesst sswampss, in an area that you call taboo. Well it iss for you, for many of my people do not trusst the Nubari. They ssee you only as prey. It will be many yearss before we can exisst besside the Nubari. Too many huntss lie in the passt, on both ssides. For a while, all you will ssee is an occassional individual like me, who quests for knowledge, and who realizess that the worth of a being is not meassured in the length of hiss clawss, or the texture of her hide. Even thosse without tailss can have value and ssucceed in the world—although that idea took ssome getting used to.

Lizardman heroes may be fighters, rangers, priests, thieves, fighter/priests, or fighter/thieves. They come from the swamps in the jungle, and can be found almost everywhere. Lizardmen may also appear as NPC villains, because there are two types: savage and advanced. Hero lizardmen are of the advanced variety.

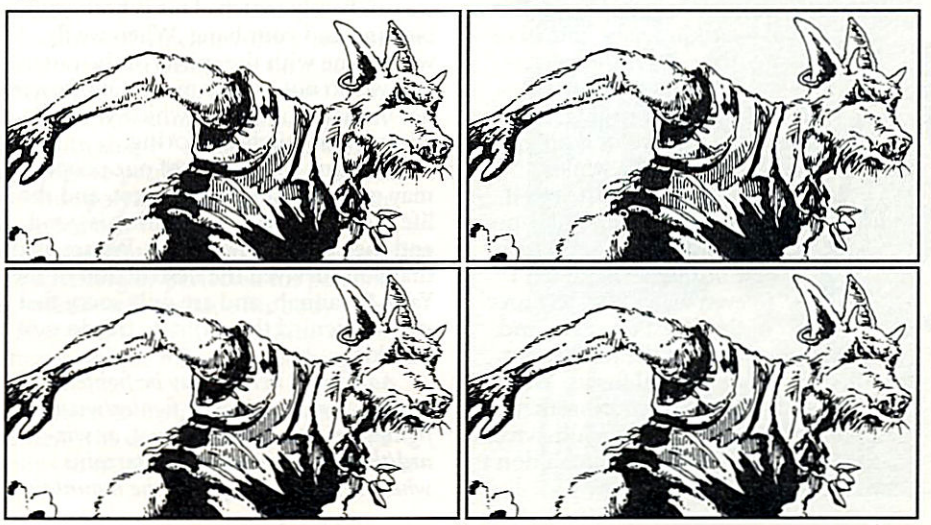
Butu

I am Brave Fighter, of the tribe of Courage of the race of the butu. We are the quickest to fight, the fastest to flee, the longest to survive. Our witch-doctors are the wisest, our rogues the sneakiest, our fighters are the most deadly.

Long ago the butu served the ancient ones, but we stopped. Powerful magic was tried, the butu advised against it, but the ancient ones were proud and would not listen. Then the Cataclysm came, and the ancient ones were lost. Well, most of them, for you must surely be their descendents. We have known since then that we were right, the touch of magic can be beneficial, but used unwisely it can destroy everything and everyone.

My tribe lives high up on Fire Mountain. We are not many, and our enemies are legion. Many hunt us for food, but we hunt them back. The flying garuda in particular love to snack on butu, so we learned to look above and to run fast. No one but a butu can outrun a flying garuda, and even then the race is uncertain.

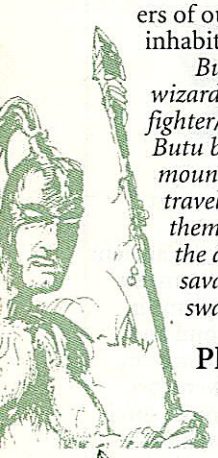
We had thought all Nubari gone, until the recent Boom at the mountain top. Some butu were crushed by the falling rock, and only narrowly did we escape the burning rock. But survive we



did, as always. The we saw Nubari and others who could have descended from the ancients scaling our mountain, bearing a gift for the fire. We knew you must be descended from the ancient ones, you bore a staff made of the ancient ceramic. A few treasured items among us have been passed down from chief to chief, we recognize the material.

So we have come down to see what happens in the jungle. Many of you are very large, but few can run as fast as the butu. We will survive. We will find others of our kind, for we surely inhabit every mountain in Malatra.

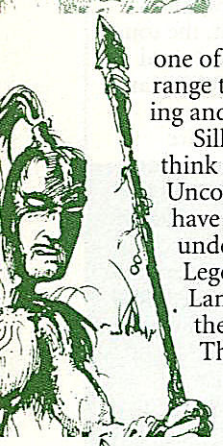
Butu heroes may be fighters, wizards, thieves, fighter/wizards, fighter/thieves, or wizard/thieves. Butu build their villages on the mountain slopes, but many now travel the jungles. You might find them anywhere, but they prefer the drier terrain of the jungle, savannah, and mountain to the swamps and bogs.



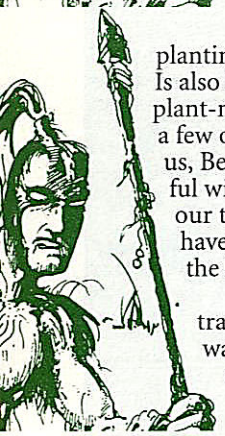
Plantmen

Mi Kwan is my name. Of the plant-men, I am. Already attained I fourth sprouting, so as tall I am as one of your Nubari warriors. I range through the forest, observing and learning.

Silly Nubari, the plant-men to think of as a new race. Uncounted rings upon rings have the plant-men been here, under your very noses, often. Legends tell of when you came. Landed upon the plateau from the ships of the sky, you did. The cataclysm came, and still the plant-men were. Many Nubari were not, but the plant-men were.



We remain in small plantings, the better the rooting. Is also hard for Nubari to find plant-men, fire is your friend. But a few of your kind have known of us, Bengoukee, Taronee, powerful witch-doctors who earned our trust. At their urging, we have come to visit for a time, the life of an oak, a while.



Understand must you, if travel with you I do, I may not want to watch you eat. Fire is ever our bane, loath am I to even watch the devourer of the forest at work. And you eat of the plants of the jungle, our brothers, which is painful for us. We eat the flesh of the animals, your brothers, so I make no judgements. Each survives in the forest as he can, but watch I don't have to.

Said I before, we have always been here. For much longer than the Nubari have been, have we been at one with the spirit of the jungle. No fire songs are ever uttered or answered, but the songs to control plants are naturally ours to command. Now come we to see if you are one with us, or not.

Plantmen heroes may be fighters, rangers, wizards, priests, fighter/wizards, or fighter/priests. Plantment come from the deepest parts of the jungle, the most primeval areas, many of which are taboo for Nubari and other races. The plantment do not understand why areas are taboo; this is the first time since the ancients came that the plantmen have come out of their isolation to observe and interact with the other tribes.

Aarakocra

I am Shrillcaw of the Sky-Masters. My tribe lives far off in the mountains. We are the aarakocra, which means "one who has the freedom of the skies." No one lives as fully as we when we soar above the plateau.

Many flights ago our peoples knew yours. But then came the scourge of the Yaku Savannah, now the Ash Plains. We thought you had perished in the holocaust. Only recently did a band of heroes journey to our land, and we met once more. So I have come to observe, to see you the Nubari, korobokuru, shu, and others. Long have we known the tam'hi, but the rest are new.

I have already noticed that many of your heroes worship the spirit of the jungle. The jungle spirits even grant them powers of healing magic which we can barely match. This is both your blessing and your bane. When we fly, we are one with the spirits of the jungle, and we do not ask for more. Our power lies in magic of the air, which you call wizardry or witch-doctoring.

As many as 30 to 50 of our people may occupy a single huge nest, and the life there is good. The hunting is good and the chicks grow strong. We are glad that you survived the destruction of the Yaku Savannah, and are only sorry that you are denied the ultimate freedom of the skies.

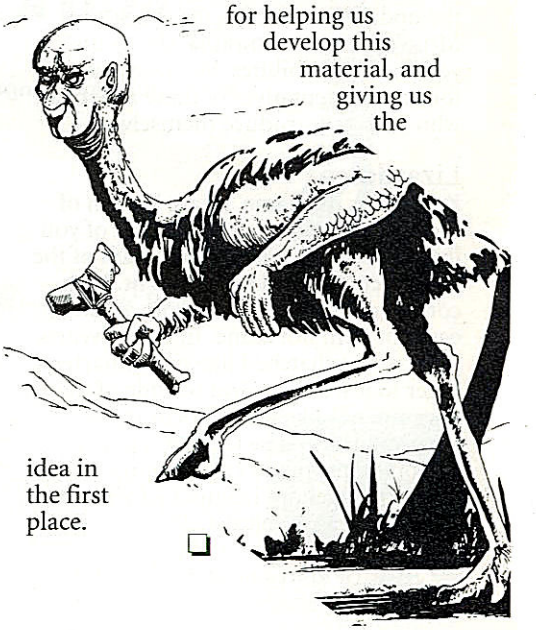
Aarakocra heroes may be fighters, wizards, priests, thieves, fighter/wizards, fighter/priests, fighter/thieves, or wizard/thieves. They prefer the terrains where they can fly openly, the mountains and the savannah, but they are adapting, some have been seen in the jungle. All aarakocra villages are in the mountains or deep in the Rayana Savannah.

Ostrich Katanga

I am Kosiga, and I shift shape. My other form is that of the ostrich, large, powerful, and swift as the wind. When I first met a Nubari, I could not figure out what shape she could take. When she told me she could not shift shape, I felt sad. Long have I dwelt on the far side of the savannah, and many others who take many strange shapes have I met. But the Nubari are the first I have met that are shape-dead. I and my tribe have travelled here near the Fire Mountain to seek out new grounds to roam, new places to run. We are here, and we share in the jungle with you.

There are many more katanga in the jungle than the types allowed as player character heroes so far. The hyena katanga was introduced as a NPC/monster in the adventure The Golden Child, *and now the ostrich katanga is open for player characters. Ostriches live primarily on the savannah, but some may be found in other parts of the jungle.*

We hope you find these new options interesting, and that the campaign takes on a unique flavor. Special thanks to member Wellson Clark for helping us develop this material, and giving us the idea in the first place. ❑



The Border Kingdoms

Elminster's Everwinking Eye

Felshroun's Four Mages

by Ed Greenwood

Last time, Elminster talked a lot about the Free Barony of Felshroun, and its founding—enough to make it sound very attractive.

Too attractive, he warns. The Zhentarim, the Red Wizards, the Arcane Brotherhood and half a dozen smaller mage cabals—particularly Calishite sorcerers hungry to rule—have their eyes on Felshroun as a place to seize whenever they can catch the Four Mages who watch over the place at a disadvantage.

Several of these groups think they can conquer Felshroun right now in brutal spell battle. But to win the Barony that way would smash it; its value as a thriving trade center depends on residents and visitors going about their trade enthusiastically, relying on the security of the resident Four Mages and the light rule of the Free Baron and his Foresters. Whoever takes Felshroun must do it almost untraceably or the prize will be shattered in the taking as all the merchants and their money flee wildly, leaving little more than a horse-market behind.

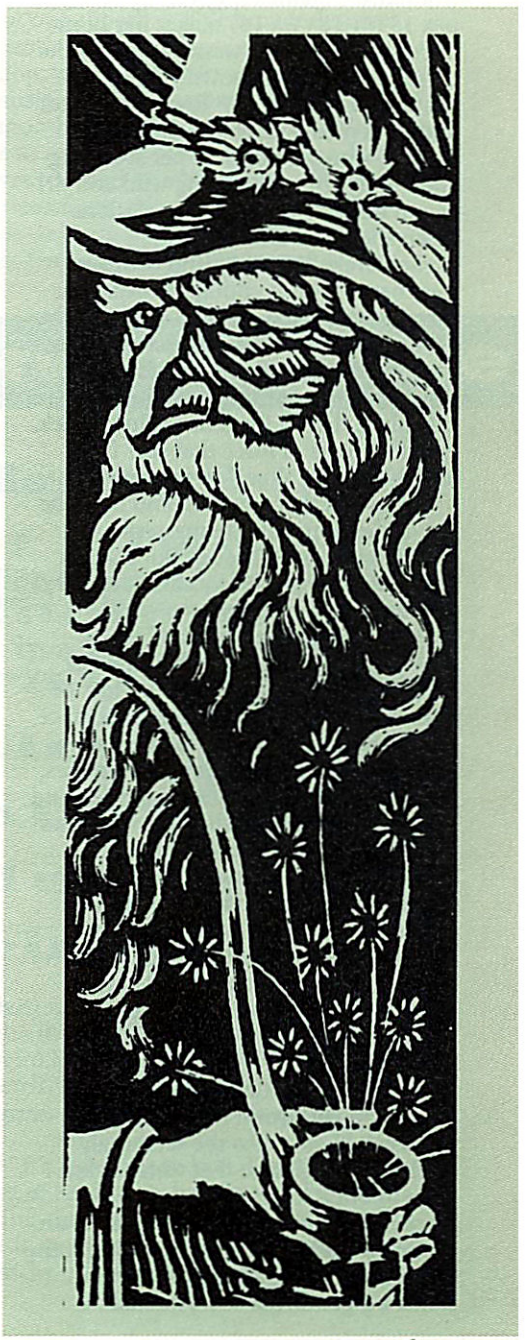
The anticipated difficulty of a behind-the-scenes takeover has kept the gathering wolves at bay these last two decades, but sooner or later one of them will grow impatient. When they strike, who will stand against them? The Four Mages, to be sure, but just who are the mysterious, benevolent Four?

Redcloak

Immirton "Redcloak" Loaden (LG hm M18; STR 17, INT 18, WIS 17) dwells in Lakelight Tower at the northern corner of the walled town. He is the eldest, most imperious, strict, and personally forbidding of the Four. Some folk call him "the Foremost of the Four."

His studies (which involve chamber-filling pools of water heated to various temperatures, plus a room full of mud) concern the perfection of control over one's own form—both shapechange magics and immunities to petrification, paralyzation, and hostile polymorph magics—and the mastery of body forms suited to life and functioning in other environments than dry land, airbreathing areas. Redcloak is thought to have largely perfected his personal immunity to such attack forms and to be able to smoothly reshape his body as he desires (for instance, extending an impossibly long arm to catch something or flattening himself to pass through a narrow opening or to hide behind something small).

He is fussy about cleanliness in his abode and given to instructing apprentices to sit calmly, studying spellbooks on the tower battlements during raging winter blizzards so they'll learn to shift their body conditions to match their surroundings—or at least get used to the pain of failing to do so.



Black Flame

Araundra Golaunstone (CG hf M16; DEX 18 INT 18 CHA 18) makes her home in Felshroun's Folly, westernmost of the corner towers of the town. The icily beautiful Lady of Folly Tower fascinates and awes most citizens of the Free Barony, who see not only her stunning good looks, but something wild and driven in her eyes on the rare occasions when she walks among them.

Sorcerers, brigands, and drunken merchants foolish enough to attack or threaten the raven-haired Lady of Folly Tower promptly learn the reason for her nickname—though the lesson is apt to be a fatal one. Araundra can hurl magical "black flame" from her palms: black, crawling bolts of force that sear flesh and life energy alike, leaving only bones.

Just what this magic is, and how she got or developed it, are mysteries Araundra doesn't discuss, but she has been known to fly into a shrieking fury at the sight of neogi, chasme, and yochlol, screaming "Juiblex!" repeatedly—even after her foes have fled or been annihilated. Madness and loss of control never seem far from the surface when one deals with the lady called Black Flame. She takes few apprentices, and the occasional flashes, rumbles, and shrieks coming from the high windows of Folly Tower hint at why.

Some Borderers swear they've seen Black Flame fly from nowhere to join battles between forces that must be strangers to her, and that at moments of stress in battle, she shapeshifts into a large, scaly, pyrohydra that spits the same black flame that she hurls in human form.

Hers was the fury that routed the attacks on Felshroun that the Four repulsed. Hers is also the seemingly unsleeping vigilance that watches for frays to burst into (adventurers, be warned!). Guards who've done duty on the town wall battlements swear that the uppermost chamber in Folly Tower holds a gigantic black crystal ball. It rises up, wreathed in sparkling, starry radiances, to float in midair whenever Black Flame enters the chamber—and she's sometimes seen to fly slowly around it, black gown flapping, as she watches something in its heart.

Elminster says he knows Black Flame's story—what powers she has, and how she got that way—but anyone who wants to know the truth had best have the backbone to ask her in person . . . and the agility to flee like the wind if he wants to survive having asked.

Luckily for citizens of the Free Barony, Black Flame seems to love Felshroun and cherish her friendship with her fellow mages. She rarely shows more than sad cynicism when displeased by a citizen's deeds, and avoids evenly-matched brawls and confrontations within the town. Those who maraud in the countryside of the Barony, however, had best beware a black-gowned woman who flies like an arrow and hurls black, slaying flame.

Greenshadow

Durendair "Greenshadow" Hammask dwells at Felshroun's southern corner, in the Watchwood Tower. True to its name, Durendair bends his attention to the forest and its many growing things along with spells that rejuvenate and reshape them.

This gentle, nondescript man with unruly brown hair, tired face, and torn forester's leathers (NG hm M16; STR 17, DEX 16, INT 18, WIS 18) avoids the company of anyone who talks much in favor of silent thought among nature. His habit of silently walking or drifting just above of the tangled shrubbery in the forest earned him his nickname of Greenshadow. Hammask's few apprentices favor an even more appropriate name for their master: Silent Thought.

Greenshadow's tower has been hollowed out into a shaft open to the sky. Trees, moss, and shrubs grow within and a waterfall cascades into a pool only to flow up the wall and plunge down again. Durendair's magic keeps the water flowing, the temperature moderate all year, and the plants always in bloom. A balcony-like ramp with a parapet spirals up the inside wall of the tower around the small enclosed woodland bower. It leads to chambers of various apprentices (set into the thickness where the town walls meet the turret) and his lofty room, open to the stars, but roofed with a magical invisible barrier.

Durendair likes to leap from his moss bed in a spectacular dive into the pool to frolic or bathe or simply float and think. A *feather fall* governing the entire central shaft can be activated by uttering the word "softly" in case anyone misjudges their plunge into the waters.

Greenshadow's apprentices are encouraged to drink spring water, eat berries, and take on beast-shape, to learn the balance and hidden ways of living things. The folk of the Free Barony have learned not to hunt or molest beasts that fly, trot, or prowl to or from the Watchwood Tower. Wherever the apprentices roam, they know that if they call on their master by name, he will hear and speak to them in their heads—linking all of them in communication if need be.

Durendair's magic can pluck fearsome monsters from remote corners of the Realms and unleash them in the heart of an encamped enemy—as he did in the *Year of the Saddle* (1345 DR), when greedy mercenaries settling in Shandolphyn's Reach foolishly thought that with winter coming on, a short ride east to seize a likely-looking town would be easier than building shelter of their own before the snows came. He's also been known to run with the wolves or wrestle bears for sport.

A man of lusty tastes, he occasionally appears at the Baron's feasts and devours prodigious amounts of food (roasts by the score, wine by the cask, and whole tables of sweets and vegetables) without apparent harm or lethargy. By the same token, he can go for more than a month without apparently eating anything. He's also been known to sleep for days, muttering and growling softly as if he were a bear or wolf.

Greenshadow is said to animate trees as a treant, use a mage's version of *pass plant* at will, and walk about unaffected by cold, moisture, forest fires, or harsh sun. Some of his apprentices believe he has found a path to near-immortality, embracing life where lichdom embraces undeath. The unassuming Silent Thought is unlikely, however, to tell anyone his true goals and achievements.

The Manyfaced Lady

The Sentinel, the eastern wall-tower of Felshroun, is home to the half-elven beauty known as Selcheress Mhairtal (CG hef M17; DEX 18, INT 18, WIS 16, CHA 17) often called the "Manyfaced Lady" or the "Masked Manyfaced One." Selcheress constantly hides her features behind colorfully-decorated masks, and is (falsely) rumored to choose only human male apprentices on the basis of their rugged good looks.

Selcheress is intensely interested in Realmspace, other crystal spheres of the multiverse, and what lies between them. Scrying spells of awesome distance and magics that can pierce phlogiston and crystal spheres are her chief work. She also maintains an ever-growing collection of maps of, and items from other crystal spheres, keeping track of major events through time, seeking to learn about various races in the vast spaces around Toril. Though she rarely travels, her more capable apprentices are often loaded down with magical gear (laden with spells that allow Selcheress to trace them and/or spy upon their surroundings) and sent forth to spelljam the spheres. The Manyfaced Lady has a "skyship" grounded in Highgirt Hold—it's the unused "white tower" at the south end—and several more of various types hidden in a ravine in Duskwood.

Though she dislikes violence, the Lady is prepared to defend herself with various wands, a ring that allows her to fly and cast *reverse gravity*, and a spell of her own crafting that duplicates the effects of beads of force. Her hobbies are said to include sad elven minstrelry and flying, especially in the moonlight. Sometimes she combines the two, swooping over Faerûn in search of firesides, taverns, or moonlit glades where she weeps with the music she loves.

Selcheress is widely rumored to be hopelessly, unhappily in love with someone—but there is disagreement over who. One of her fellow Four, some say; a proud prince of full elven blood half a world away, others (most others) insist; a respected, powerful mage already married to another, whom she met at a Mage Fair, still others attest—perhaps even Khelben "Blackstaff" Arunsun of Waterdeep! No one knows for sure . . . and the Manyfaced Lady says nothing about such matters.

Features of Felshroun

The Free Barony is home to a fast-growing cluster of horse farms specializing in hardy, go-anywhere mounts (such as the Feathermane and the Dusky). These horses are larger than ponies, smaller than most riding horses, and have the stamina and ability to carry saddle-loads over rough terrain. Word of these practical, if rather plain, horses is beginning to spread up the Vilhon and throughout the South. Every year more buyers come to town laden with gold to buy all the horses they can.

They find the Free Barony to be beautiful country, afflicted by the occasional banshee, but little else of peril. The Duskwood has its share, though, of dark tales and whispered accounts of treasure buried just in from treesedge by folk who didn't live to reclaim it.

They'll find the town itself to be a crowded labyrinth of four and five-floor houses, winding flagstone streets, little walled gardens with pump-wells and public benches, many cats wandering as public pets, and only two focal areas: the central Hall of Domes (seat of the Free Baron), and Sevenways, where seven streets meet in a crazy conjunction.

The best tavern is the Moldy Cheese and Laughing Spoon (good/moderate), with the Rum Boot (fair/cheap) and Pinchbeck's Tankard (poor/cheap) as competition. The best inn is the Sunset Swan (excellent/ expensive), but folk who feel uneasy in haughty luxury prefer the less formal Gone Gallant (good/moderate) or the more spartan Black Boar's Eye (fair/cheap) or Dunselbow's House (poor/cheap). There are also rooming houses. Mother Fustin's is generally considered the best, thanks to her cooking—her meat pie with sharp cheese is a must! Six dwarves also oversee a warriors' hostel (bunk and outhouse 1 cp/night) keeping order and preventing theft.

In such a bustling town, shops and deals change with bewildering rapidity, but one superb establishment deserves mention: the Rolling Gnome music shop, which sells instruments, sheet music, and "touchstones," small, smooth, hand-sized rocks enchanted so as to replay the same short tune whenever touched by a bare hand. The proprietors are retired minstrels, and (of course) rumored to be Harpers. There are five partners: a human couple, an elven man, and two half-elven ladies who live in the shop attic and make weird harp and flute music in the wee hours. Neighbors whisper they play for sprites and fey creatures to dance to!

It's tempting to keep Elminster talking of Felshroun, but there are more colorful corners of the Border Kingdoms to visit, so it's on to Gallard and the Grand Duchy of Shantal next time. ❑

Elminster's Everwinking Eye

The Border Kingdoms are the best place to make one's fortune—or find one's grave. Send all your malcontents there and chivvy your bored nobles after them to watch the fun.

High Captain Suljack of Luskan
in a speech to the Merchants' League in Baldur's Gate
Year of the Worm

GARGAUTH
The Lord Who Watches

by Eric Boyd

Names: The Outcast, The Lord Who Watches, The Tenth Lord of the Nine, The Lost Lord of the Pit, The Hidden Lord

Demipower of the Prime Material Plane, LE

Portfolio: Decay, corruption, betrayal, cruelty

Aliases: Gargoth, Astaroth

Domain Name: Toril/Faerûn

Superior: None

Allies: Beherit (dead), The Lords of the Nine

Foes: Bane (dead), Bhaal (dead), Cyric, Iyachtu Xvim, Loviatar, Talona

Symbol: Broken animal horn

Wor. Align.: LN, LE, NE

An evil power whose foul nature repulsed even others of his ilk, Gargauth (GAR-goth) was cast out of Baator to wander the Prime Material Plane. Gargauth embodies the inevitable corruption that accompanies all victories won through evil deeds. A few foolish mortals with dreams of conquest turn to the Lord Who Watches for his assistance in exchange for a price—a price they later find too dear to pay.

Gargauth's malevolence is made worse by the cover of civility and compassion he wears when first encountered. Gargauth holds to the letter of agreements, not the spirit, and relishes betraying anyone with whom he forges a pact. Gargauth is a master strategist, and his sense of humor moderates his temper. He can be erudite and charming, but his true nature always reveals itself eventually. In truth the Lord Who Watches is utterly depraved, the incarnation of evil most foul.

Gargauth is also known as the Outcast. Ancient texts imply that Gargauth was a member of the Lords of the Nine who rule Baator. The reason for Gargoth's exile has been lost. Some sages claim he challenged the Dark Lord of Nessus and lost; others say he left upon the destruction of his ally, Beherit, at the hands of the Dark Lord.

Regardless of the facts behind his banishment, Gargauth apparently bears little animosity, maintaining close ties with the Dark Lord, serving as an ambassador of sorts. He has wandered the planes freely, except for the Upper Planes and Baator (from which he is banned with threat of permanent destruction should he ever return). He expends much of his effort in the Prime Material Plane, particularly on Abeir-Toril. During his travels, Gargauth defeated Astaroth, a tanar'ri lord of great power. The Outcast then appropriated the worship of that fiend's few surviving cultists in the Realms, giving Gargauth a taste of godhood.

The Church

Clergy: Clerics, specialty priests
Clergy's Align.: LN, LE, NE
Turn Undead: C: Yes, SP: Yes
Cmnd. Undead: C: Yes, SP: Yes

All clerics and specialty priests of Gargauth receive religion (Faerûnian) as a bonus nonweapon proficiency.

Few in the Realms know of Gargauth. Those who do dare not speak his name for fear he may visit. However, Gargauth's name (or an alias) appears in cautionary tales of pride, greed, or lust for power among every race of the Realms.

Gargauth's clergy is split evenly between clerics and specialty priests, but the balance is shifting towards the latter. The Lord Who Watches perceives that he gains more benefit from specialty priests than clerics. A strict hierarchy orders all clergy.

Novices are known as Supplicants. In ascending order, Gargauth's clergy are titled Lord of the First Pit, Lord of the Second Pit, etc. High Priests of ninth level and higher are known as Lords of the Ninth Pit. Higher priests often have titles as well. Such titles include variants of the true name of at least one baatezu that Gargauth has destroyed.

Dogma: Life is for accumulation of power. Civilization is a thin veneer over the base desires that make up every being. Those who prosper must recognize this truth and concentrate on the pursuit of power.

High moral principle is hypocrisy. All beings act selfishly, some just cloak their actions in sanctimonious philosophy. To achieve power, one should use honeyed words or a barbed dagger as appropriate. When in doubt, the ruthless exercise of power is the safest route to the further accumulation of power. It is more important to rule than to sit on the throne; often the being behind the king has the true power. All beings are regimented iaccording to politics of power. Those who try to avoid the rules of the game are destined for powerlessness. Keep to the letter of any agreement and the rules established by those more powerful. Be prepared to twist any contract or stricture for maximum benefit.

Day-to-Day Activities: The clergy of Gargauth tend to keep their faith secret, though there are exceptions. Priests work to increase personal power, the power of the church, and the power of Gargauth. They corrupt powerful individuals throughout Faerûn, binding them into contracts favorable to Gargauth. Gargauth's clergy seek positions of power and integrate their positions into the hierarchy of the faith. Gargauth has decreed that for now his priests should undermine rivals before attacking diametrically opposed factions. Hence Gargauth's clergy are more concerned with the faiths of Iyachtu Xvim, Cyric, and Loviatar than expending energy against Lathander and Tyr.

Holy Days/Important Ceremonies: Gargauth's clergy celebrate the Unveiling every Midwinter night which heralds the imminent unveiling of the Lord Who Watches as Lord of All. This time will begin when Gargauth seizes the Realms as his kingdom and transports all of Faerûn to Baator to form a new layer. The Binding is celebrated on the eve of the Feast of the Moon. It is a personal ritual in which each priest renews his eternal contract with Gargauth, trading absolute fealty for increased power. This unholy ritual is believed to involve the spilling of the priest's blood and several unique spells. Gargauth's clergy mark all agreements with Blood Contracts consecrated in the name of the Lord Who Watches. Priests of Gargauth believe that their lord enforces the letter of any agreement. Any who betray the letter of an agreement will feel his wrath. On the other hand, breaking the spirit of any agreement is encouraged if it benefits the Hidden Lord.

Major Centers of Worship: Gargauth is venerated in The Dark Pit of Maleficence, a vast temple beneath the ruins of Peleveria. Located in the triangle formed by present-day Torsch, Hardcastle, and the Great Rift, Peleveria was built into the side of the Landrise. The temple was built on the supposed site of Gargauth's first appearance in the Realms. The temple is in a cavern intertwined with vast stalactites and stalagmites, over a deep pit said to connect with Baator. Many nomad tribes in the area have fallen under the priests' influence, serving as scouts and mercenaries in the surrounding lands.

Affiliated Orders: The most prominent organization founded by Gargauth in western Faerûn is the Knights of the Shield. This group of merchants, nobles, and hidden individuals are located primarily in Amn, Tethyr, and Baldur's Gate, though a few agents live in Waterdeep. They seek to manipulate politics and money on the Sword Coast.

Priestly Vestments: During unholy rites, priests of Gargauth wear blood-red robes lined with ermine. Junior clergy wear flesh-colored skullcaps with a broken horn over the brow. Senior clergy wear malefic masks carved to resemble various baatezu or gargoyles, painted with vibrant, gaudy pigments.

Adventuring Garb: Clothes are weapons and tools for Gargauth's clergy. They wear many costumes when adventuring. Priests may disguise themselves as scholarly sages, devout pilgrims, or swashbuckling dandies.

Specialty Priests (Malefactors)

Requirements: Intelligence 16, Wisdom 9
Prime Req.: Intelligence, Wisdom
Alignment: LE
Weapons: Any
Armor: Any
Major Spheres: All, astral, charm, combat, law, necromancy, thought, travelers
Minor Spheres: Divination, numbers, time
Magical Items: As clerics
Req. Profs: Throwing dagger
Bonus Profs: Etiquette

Granted Powers

- At 1st level, malefactors can cast *charm person, command,* or *friends* once per day.
- At 3rd level, malefactors can cast *enthrall* or *forget* once per day.
- At 5th level, malefactors can cast *charm monster* once per day.
- At 9th level, malefactors can cast *plane shift* once per week and can cast *enthrall* at will.
- At 12th level, malefactors can cast *exaction* once per week.
- At 15th level, malefactors can cast *plane shift* once per day.

Jungle Tales

Big Chief Bagoomba had been telling stories for most of the evening. As the fire grew dim, warriors clashed in great battles in the minds of his listeners, the children of his tribe. Garuda fell under the spears of strong Nubari warriors, and strange creatures evoked cries of glee or amazement. The chief's final story ended, and the aged witch-doctor, Bengoukee, took the center of the firelight.

"Our great chief has told you of many wonders, but I will tell you of the strangest wonder in all Malatra. Gather round young warriors and listen to a tale out of the mists of the past."

The Blue Heron and Those Who Fly

When I was young, I travelled much. Yes, even I, Bengoukee, was young once. I was but a little korobokuru, full of the knowledge I thought I had. Full of foolishness, in fact. On my travels to the west, I encountered the plains of ash, which some of you may have heard called the Yaku plains. No one knows what caused this plain to be covered with ash, but little or nothing grows there to this day.

Now the Yaku plains have long been taboo, but I felt no qualms about crossing them. Would that I had. I have never been so thirsty before or since. I nearly died, while several of my companions caught the coughing death and did perish. Finally I had to turn back, but not before I saw a sight which amazed me. I saw men flying, and with wings! They soared and danced in the air. No, not flying garuda, and not just big birds. What bird do you know that can sling a javelin, for that is what I saw them do. I would have put it down as a hallucination, but when I later told my grandfather, he said I did not dream them. It was then he told me of the legend of Blue Heron.

Thousands of moons ago, there lived a magic-worker of the Ancient Ones. He could do almost anything with his magic, but he was not content. His first love, his passion, was the birds. He could speak to them, he could even take their shape. But always he knew that he was Nubari, and not a bird. Always the birds spoke to him of the thrill of flight, of the freedom of the skies. More than anything else, he wanted to experience the freedom that the birds knew.

So he set out on his greatest quest, his final quest. Gathering his magic, he searched for a way to become one with the birds. He searched through countless places of the Ancients, and found many strange artifacts. He broke many taboos, saw strange and frightening sights, but he did not find what he sought. He spoke to wise Nubari, aged korobokuru, and even to the elephants. He learned the language of the oldest of Malatra, the trees. It was one of them who finally gave him the clue he sought. The old oak was amused by his quest, but told him that his answer was already with him. One of the artifacts he had found was a small ceramic Blue Heron. Beautifully made, but it had only the faintest touch of magic about it, as of a magic long faded.

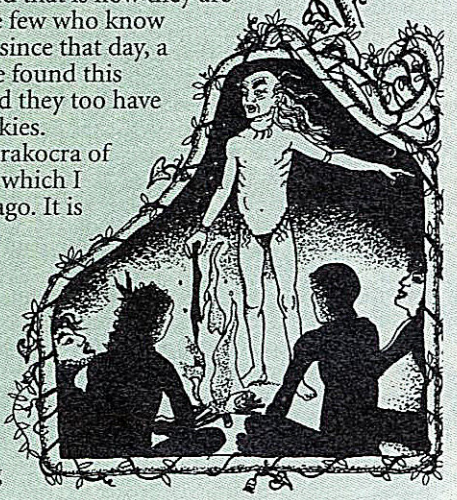
Overjoyed, he returned to his home, prepared to finally experience the true freedom of the air. But he did not have the secret, just the beginning of it. Many more years passed as he labored to bring the magic back into the Blue Heron. Finally, as a last hope, he returned to the old oak. The oak could only say that for those who truly want to fly, the Blue Heron finds a way.

Finally, he gave in to despair. His quest had kept him alive for many more years than most of his tribe lived. His children's children had already grown old, his friends long passed on. He went to the highest peak of the Forbidden Mountains and resolved to throw himself off. For he would fly at least once before he died. His grandchildren accompanied him, for they loved him dearly, and many too had caught his love of the freedom of the air. As he stood on the peak, he renounced his magic, and said he would fly only through the Blue Heron, or he would die. It was then that the Blue Heron spoke to him, in the language of the mind. He felt the secret words come to him as he leaped. Repeating them, he was shocked to find his arms had become wings, and his skin sprouted feathers. He had become a bird man, for he retained his hands and his mind, but it was changed in a way both wondrous and frightening. Higher and higher he soared, free and alive. But his aged heart gave out and he crashed to the earth.

As he lay dying, his grandchildren gathered about him. "Weep not for me, for I have lived more in the past few moments than in my whole life before. Never have I been so alive." With a smile, he died.

Inspired by this, many of his tribe took up the Blue Heron and made the fateful leap. They too changed. Truly did they live, free in the air, masters of the skies. For their name they took that of their grandfather, Aarakocra, and that is how they are known as to this day to the few who know them. In the many moons since that day, a very few brave Nubari have found this artifact of the Ancients, and they too have found the freedom of the skies.

Thus were born the aarakocra of the Forbidden Mountains, which I have seen, though so long ago. It is whispered among the trees that they live there to this day, but we may never know since the mountains are taboo as well. Taboo places are best left alone, because they are dangerous to us, as my own experience on the plains of ash should show you young ones.



Artwork by Valerie Vallese

AARAKOCRA, MALATRAN

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CLIMATE/TERRAIN:	Tropical/Mountains and plains
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral good

NO. APPEARING:	1-10
ARMOR CLASS:	7
MOVEMENT:	6, Fl 36 (C)
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/1-3 (beak) or 2-8 (weapon)
SPECIAL ATTACKS:	Dive +2
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (20' wing span)
MORALE:	Steady (11)
XP VALUE:	65

art by Jeff Menges

The aarakocra are a race of intelligent bird-men. They stand about five feet tall and have a wing span of 20 feet. About halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. An elongated fourth finger extends the length of the wing and locks in place for flying. Though the wing-hands cannot grasp or cast spells during flight, they are nearly as useful as human hands when an aarakocra is on the ground with wings folded back. The wing muscles anchor in a bony chest plate that provides extra protection. Powerful legs end in four sharp talons that fold back to reveal another pair of functional hands, with three human-sized fingers and an opposable thumb. The hand bones, like the rest of an aarakocra's skeleton, are hollow and fragile.

Aarakocra faces resemble a cross between parrots and eagles. They have gray-black beaks, and front-set black eyes that provide keen binocular vision. Plumage color varies among tribes, but generally males are red, orange, and yellow, while females are brown and gray.

Aarakocra speak their own language, and on occasion, a common Nubari tongue (10% chance).

Combat: Aarakocra fight with either talons or a heavy fletched javelin clutched in their lower hands. An aarakocra typically carries a half dozen javelins strapped to his chest in individual sheaths. He throws or stabs with them for 2d4 points of damage. Owing to the aarakocra's skill at throwing javelins in the air, he incurs no attack penalties for aerial missile fire. Aarakocra always save their last javelin for melee. A favorite attack is to dive at a victim (from at least 200 feet) with a javelin in each hand, pull out of the dive just as he reaches his target, and strike with a blood-curdling shriek. This attack gains a +2 bonus to hit and causes double damage.

An aarakocra avoids grappling or ground combat, since its fragile bones are easily broken. They prefer speed and maneuverability over armor.

Flying in Malatra: Aarakocra have two means for becoming airborne. The preferred method is to launch from at least 20 feet off the ground. They may also take flight with a running start of at least 30 feet in open terrain.

Jungle take-offs, flight, and landing are difficult. Each attempt requires a Dexterity check, including each round of flight in medium or dense jungle (–4 and –6 modifiers respectively). Failing a check while flying in the jungle indicates collision. A second Dexterity check avoids falling damage. Landing failure indicates a "controlled crash" of 1d2 points of damage.

Habitat/Society: Aarakocra live in high mountains in tribes of about 11-30 (1d20+10) members. Each tribe has a hunting territory of about 10,000 square miles with banners marking the boundaries. Due to overcrowding, Malatran aarakocra have begun to move into the savanna where they nest in singular large trees found scattered throughout the plains.. Aarakocra are affected by the antipathy magic of the domes, so they cannot spread to the edge of the plateau.

Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest male serves as leader. In tribes of more than 20 members, the second oldest male serves as shaman. Males spend most of their time hunting for food and shiny treasure. Females spend eight months of the year incubating eggs, passing the time by making javelins and tools from wood and stone. Resting on their backs, aarakocra females can use all four hands to weave boundary pennants, javelins sheaths, and other objects from vines and feathers. Aarakocra breed slowly and therefore make great efforts to preserve and protect their race.

Aarakocra are claustrophobic and will not willingly enter a cave, building, or other enclosed area. Hero aarakocra suffer a –1 to all initiative, to hit, and damage rolls in such settings.

Ecology: Aarakocra have had little contact with other races, and most remain aloof. The mountain aarakocra are more solitary than plains dwellers. Aarakocra hero characters are generally concerned with protecting their tribe's hunting grounds, and seeking knowledge or honor among other tribes. They want others to realize that the aarakocra are people of honor and not "large bird things" to be shot for sport.

BUTU

by Wellson Clark

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CLIMATE/TERRAIN:	Hilly/Mountainous terrain
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to Average (6-8)
TREASURE:	M, N, O, Q
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	6-60 (6d10)
ARMOR CLASS:	7
MOVEMENT:	6 (jungles/plains), 15 (mountains)
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 1-6 (by weapon)
SPECIAL ATTACKS:	head-butt
SPECIAL DEFENSES:	quivering huddle
MAGIC RESISTANCE:	Nil
SIZE:	S (3' 6" tall)
MORALE:	Average (9-10)
XP VALUE:	15
Leaders/guards	30

art by Jeff Menges

Legend has it that the Butu arrived in Malatra as the pets of the Ancients, though in fact they came from an original kobold-like servant race of the Ancients. These kobolds mated with the resident bakemono to produce the modern butu. Long thought to be extinct, butu have been recently spotted among several remote rocky crags.

Butu physically resemble a cross between the Kara-Turan bakemono and the Faerûnian kobold. Their lower body is like that of a bakemono, with hairy legs with hoofed feet similar to that of mountain goats. Their upper body strongly resembles a kobold, though with two medium sized goat-like horns atop their heads. Their unique ability to run along the face of rocky cliffs like mountain sheep most likely accounts for their ability to survive the many Malatran predators.

Butu have their own language and communicate in shrill, yapping barks. Some can learn other languages, such as the common tongue of the Nubari (50% chance).

Combat: While they tend to avoid combat, if trapped Butu will fight to defend the clan and create a pathway to safety. The butu approach to combat centers around ambush, maneuver, sneakiness, and overwhelming numbers. In planning an attack they will use the terrain to the best advantage for ranged weapons and concealment. Like kobolds, they often hurl crude javelins and spears, not closing to melee until they see that their enemies have been weakened. Once melee starts, however, they can become impulsive (caught up in the heat of the moment); in this state they forgo any attempt at cunning or organized tactics.

When they do close for melee with their enemies, they rush to the attack with weapons swinging. A preferred means of attack is to charge in mass, head-butting their opponents and then engaging with hand-held weapons. A swarm of butu can often knock down even the largest opponents. Opponents on rocky slopes and cliff faces find it difficult to maintain balance after receiving a head-butt charge. A failed Dexterity check by such a recipient indicates a loss of balance, and possibly a fall down a rocky slope. Butu use horns, clubs, short bows, and stone knives. They greatly prize obsidian for this purpose. Their AC stems from the hodgepodge collection of armor, skins, and rags randomly strapped to their bodies.

The butu have limited infravision capability of 30', but do not incur any attack penalties when fighting in bright light. A special defense of the butu is to huddle down into a small quivering form and hide. Enemies who fail an Intelligence check bypass that particular butu, thinking it harmless, and attack the nearest standing butu or other foe. Unfortunately, this special defense causes all "hungry" enemies to immediately attack the small, helpless-looking morsel.

Habitat/Society: The butu live a nomadic lifestyle among the rocky crags of Malatra. Their movements and habits remind one of mountain goat herds. They like the safety of rocky ledges and slopes that predators find hard to scale.

A typical clan consists of 4-24 (4d6) males, an equal number of females, and a number of young equal to the total number of adults. There is no size difference among adults. For every 10 adult males there will be a leader or guard of larger size (HD 2, AC 5/6, THAC0 19, Dmg 1-8). The leaders/guards generally have larger weapons and pieces of tougher armor.

Clan possessions are those things only able to be carried by the butu. A butu clan will rarely have non-butu companions, as they move around the rocky cliffs very quickly and most often non-butu eventually slip and fall to their deaths.

Butu live along the rocky cliffs of mountains, co-existing peacefully with bighorn sheep and mountain goats. The heightened sense of the sheep and goats provide the butu with early warning of approaching strangers. The butu constantly roam the mountainside looking for areas that provide both safety and plentiful small game.

Ecology: Butu eat nuts, roots, small game, and anything else they can acquire without getting killed in the process. They stay in rocky areas primarily for safety. Their slow speed on flatlands makes them easy prey for most predators.

KATANGA, OSTRICH

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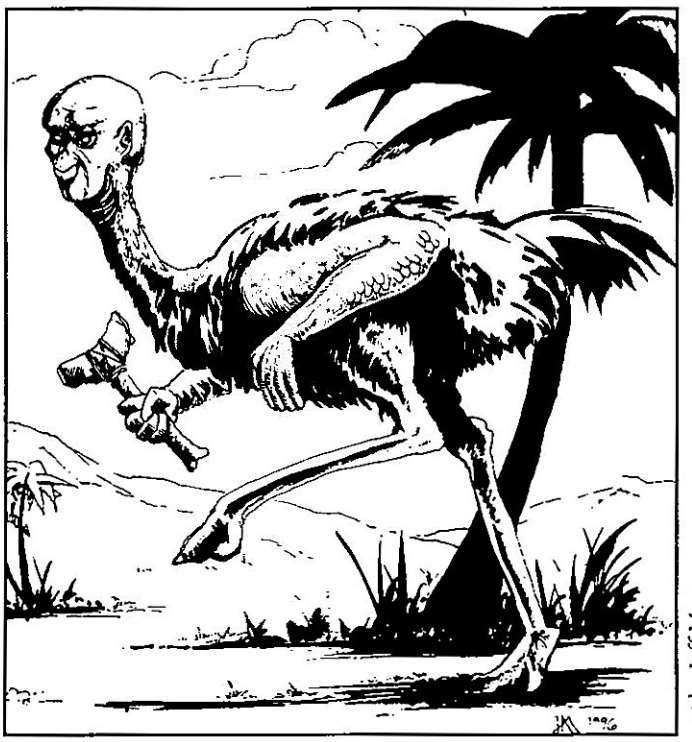
CLIMATE/TERRAIN:	Tropical/Plains
FREQUENCY:	Uncomon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to Genius
TREASURE:	Individual
ALIGNMENT:	Neutral good

NO. APPEARING:	1-10
ARMOR CLASS:	9/7
MOVEMENT:	12/18
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–8 (kick)
SPECIAL ATTACKS:	none
SPECIAL DEFENSES:	none
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Unsteady (5-7)
XP VALUE:	150/hit die



art by Jeff Menges

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural—not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use *true seeing*.

Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

In human form, the ostrich katanga retain a slightly elongated neck, beaky nose, and bald head. In all other respects they have the same abilities as a normal human and may employ weapons, nonweapon proficiencies, and class-based skills.

In biped form, ostrich katanga have an ostrich body and legs with a human head and prehensile hands (pictured above). They may still use a limited form of their natural attacks. In this form they can converse both with people and animals of their same type.

In animal form, ostrich katanga are indistinguishable from normal ostriches. They can use full natural attacks and employ their animal movement. They cannot cast spells, use weapons, wear armor, or use nonweapon proficiencies which require a human form. They can communicate only with other katanga or animals of their type, though they understand any language they know.

Each day a katanga can shapechange a number of times equal to its level (including changing back) measured by the rising of the sun. For instance, a 1st level katanga can change from human to biped. It must then remain in that form until after the following dawn. Changing form requires one complete roundof concentration, during which the katanga can take no other action. Armor and other equipment does not change, but simply falls to the ground.

Only physical shape and capacity change when a katanga changes form. Total hit points and intelligence do not vary between forms. Regardless of form, ostrich katanga always cast a shadow in the shape of an ostrich.

Combat: All values divided by a slash indicate biped/animal forms. In human form, katanga have human Size, Armor Class, and Movement rates, and inflict damage by weapon type. Strength bonuses do not apply to natural attacks, only to weapon attacks made in human or biped form.

In ostrich form, ostrich katanga can kick with their powerful legs for 1-8 points of damage. If a fight is going badly, they can also flee quickly.

In biped form, katanga gain 120-foot infravision.

Habitat/Society: Ostrich katanga generally live solitary lives, gathering in small flocks only to trade or mate; such gatherings take place at the beginning of spring and fall. They have little use for material possession, never accumulating more equipment than they can carry, trading precious items for practical ones like weapons, tools, or food.

They are generally on good terms with the Nubari and other savanna humanoids, with no . Ostrich katanga see themselves as the dominant birdlife on the savanna, and they protect their homelands fiercely. However, they feel uncomfortable in the jungle; the enclosed space makes them claustrophobic and hinders their running ability which they rely on heavily.

Ecology: A katanga's diet depends on its animal form. An ostrich katanga eats mostly plants, althoughthey will also eat lizards and turtles if they can find them. In addition, they eat sand and gravel to aid digestion. Ostrich katanga can go for long periods without water as long as they eat plenty of leafy green plants.

Mating is polygamous, with a hen laying as many as 10 eggs appoximately once a year. Males sit on the eggs at night, while both males and females take care of the eggs duringthe day.

Ostrich katanga can live up to 80 years, and their hide makes an excellent leather. Most ostrich katanga will attack anyone wearing ostrich hide on sight.

LIZARDMAN, MALATRAN

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	Lizard Man	Lizard King
CLIMATE/TERRAIN:	Tropical/Swamp, forest	Tropical/Swamp, forest
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Low (5-7) to Average (8-10)	Average (8-10)
TREASURE:	D	E
ALIGNMENT:	Neutral	Chaotic neutral
NO. APPEARING:	8-15 (1d8+7)	1
ARMOR CLASS:	5	3
MOVEMENT:	6, Sw 12	9, Sw 15
HIT DICE:	2+1	8
THAC0:	19	13
NO. OF ATTACKS:	3 or 1	1
DAMAGE/ATTACK:	1-2/1-2/1-6 or by weapon	5-20 (3d6+2)
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (8' tall)
MORALE:	14	16
XP VALUE:	65	975

art by Jeff Menges

Lizard men are semi-aquatic, reptilian humanoids that live through scavenging, raiding, fishing, and gathering.

Adult lizard men stand 6 to 7 feet tall, weighing 200 to 250 pounds. Skin tones range from dark green to gray to brown, and their scales give them a flecked appearance. Their tails average 3 to 4 feet long and are not prehensile. Males are nearly impossible to distinguish from females without close inspection. Lizard man garb is limited to strings of bones and other ornamentation, and occasionally loincloths among the more advanced lizard men. Lizard men speak their own language; lizard man heroes must use proficiency slots to learn the common tongue of the Nubari or other lanugaues.

Combat: In combat, normal lizard men fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. When outnumbered, overmatched, or on their home ground, however, they become wily and ferocious opponents. Snares, ambushes, and spoiling raids are favored tactics then. While individually savage in melee, these lizard men can be distracted by food or simple treasures. They occasionally take prisoners as slaves or to sacrifice in obscure tribal rites.

Advanced lizard men, those evolved to a higher state, hurl barbed darts (30 yard range, 1-4 points damage) or javelins (1-6 points damage) before closing with the enemy. These lizard men use clubs (treat as morning stars, 2-8 points damage), and the leaders may use captured swords or other weaponry.

For every 10 lizard men encountered, there will be one patrol leader with maximum hit points (17 hp) and a 50% chance for a shaman with 3 Hit Dice and the abilities of a 3rd-level priest. If one or more tribes are encountered, each tribe will also have a war leader of 6 Hit Dice, two subleaders with 4 Hit Dice, and a shaman of either 4 or 5 Hit Dice (50% chance of each). Any group of two or more tribes has a 50% chance for an additional shaman of 7 Hit Dice. Furthermore, each such group has a cumulative 10% chance per tribe to be led by a lizard king. A lizard king is a lizard man of above average height and intelligence, leading one or more loosely organized tribes of lizard men. If a lizard king is present, a shaman of 7 Hit Dice will always be present, and all patrol leaders from each tribe (i.e., 10% of the male warriors) will be combined into a single fanatical bodyguard for the lizard king.

Habitat/Society: Lizard men are typically found in swamps, marshes, and similar places, sometimes dwelling totally underwater in air-filled caves. In Malatra, tribes can also be found in the jungle near swampy regions; these tend to be the more advanced lizard men. A tribe rarely numbers more than 150 individuals, including females and hatchlings. It is not uncommon for several tribes in an area to forge an informal alliance against outsiders, including other lizard man tribes.

About one tribe in 10 has evolved to a higher state. *All lizard man heroes are among these advanced lizard men.* They dwell in huts and have more advanced aspects to their culture; in many ways they imitate the Nubari tribes around them.

Lizard men are omnivorous, but prefer flesh to other foods.

Ecology: Lizard men have few natural enemies. They prey on human, demihuman, or humanoid settlements if these are nearby. Lizard man eggs are bitter and inedible, as is their flesh, but their skin is sometimes worked as scale armor (Armor Class 6). If a lizard man sees a human or humanoid wearing armor made of lizard man hide, he becomes enraged and seeks to slay the wearer at the first good opportunity.

As amphibians, lizard men cannot breathe underwater; they can however, hold their breath for a number of rounds equal to 2/3 of their Consitution score before making a check for drowning. Lizard men can suffer from dehydration when adventuring outside of very moist/swampy areas. They must wet themselves twice a day or lose two Constitution points per missed bath. Lost Constitution points are regained at the rate of two points per bath. A waterskin provides enough water for a single wetting.

PLANTMAN (MALATRAN MOLD MAN)

by Wellson Clark

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CLIMATE/TERRAIN:	Tropical/Swamps, moist jungle
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	O, P
ALIGNMENT:	Neutral
NO. APPEARING:	6-24 or 30-300
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	1 to 12
THAC0:	By HD
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 + 1/level or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Medium/Large (4' - 9')
MORALE:	Average (8-10)
XP VALUE:	Variable

art by Jeff Menges

Malatran plantmen are medium to large sized, bipedal fungus creatures. They have sharp, thorn-like claws, and leaf-like tendrils form a fringe on their shoulders, abdomens, and limbs. A topknot of these tendrils sits at the apex of the plantman's head.

Malatran plantmen have brown skin and green tendrils. They are 4 feet tall, plus 1/2-foot per Hit Die. Although they do not have a spoken language, they communicate by sign language and vocalized cries, and can learn to understand Nubari and other languages (by lip reading) at the cost of a proficiency slot. Other hero characters can learn to understand (but not speak) the "Plantman language" at the cost of a proficiency slot.

Combat: Parties of plantmen hunt near their lairs. In the forest, plantmen blend in to their surroundings giving them the same ability to move silently and hide in shadows as rangers of their level. Plantmen will attack any form of animal life for food. Malatran plantmen will use their natural camouflage capabilities to ambush opponents.

Half of the plantmen in a group have 1 or 2 HD, while 25% have 3 or 4 HD. The rest are 5 or 6 HD (equal chances). For every 50 plantmen, there is a subchief with 7 or 8 HD and 1d4+1 bodyguards of 5 HD each. Each tribe of plantmen is led by a chief with 10 HD and 2d4 bodyguards with 6 HD each. Half of the plantmen encountered carry spears, while the others use clubs or go without weapons (equal chances).

Chiefs can also attack with spores; victims must make a saving throw vs. poison or be paralyzed, dying in 5d4 minutes unless treated by a cure disease spell. Victims who die in this manner are reborn 1d4+20 hours later as plantmen with 6 HD. These individuals become the chief's bodyguards.

Plantmen larger than 7' tall suffer damage as large creatures but also gain the benefit of wielding two-handed weapons with one hand. They are immune to charm and electrical attacks, except for charm plants, and take half damage from water-based attacks. Fire-based attacks cause double damage and require plantmen to make a saving throw vs. paralyzation or flee for 1d6 rounds before another save can be attempted.

Player character plantmen can be fighters, rangers, wizards, priests, fighter/priests, or fighter/wizards. All plantmen heroes can move silently and hide in shadows as rangers when in forest terrain. Preserving the forest and natural habitat of plantmen is the primary reason that some plantmen adventure and become Malatran heroes. Spell-casting plantmen are unable to use fire- or cold-based spells. Further, their healing spells are ineffective on animal-based life forms.

Habitat/Society: Plantmen form primitive, settled tribes. Their lairs are usually found in the undrebrush of warm forests and jungles, though some tribes have lairs in underground places as well. Tribes are very territorial.

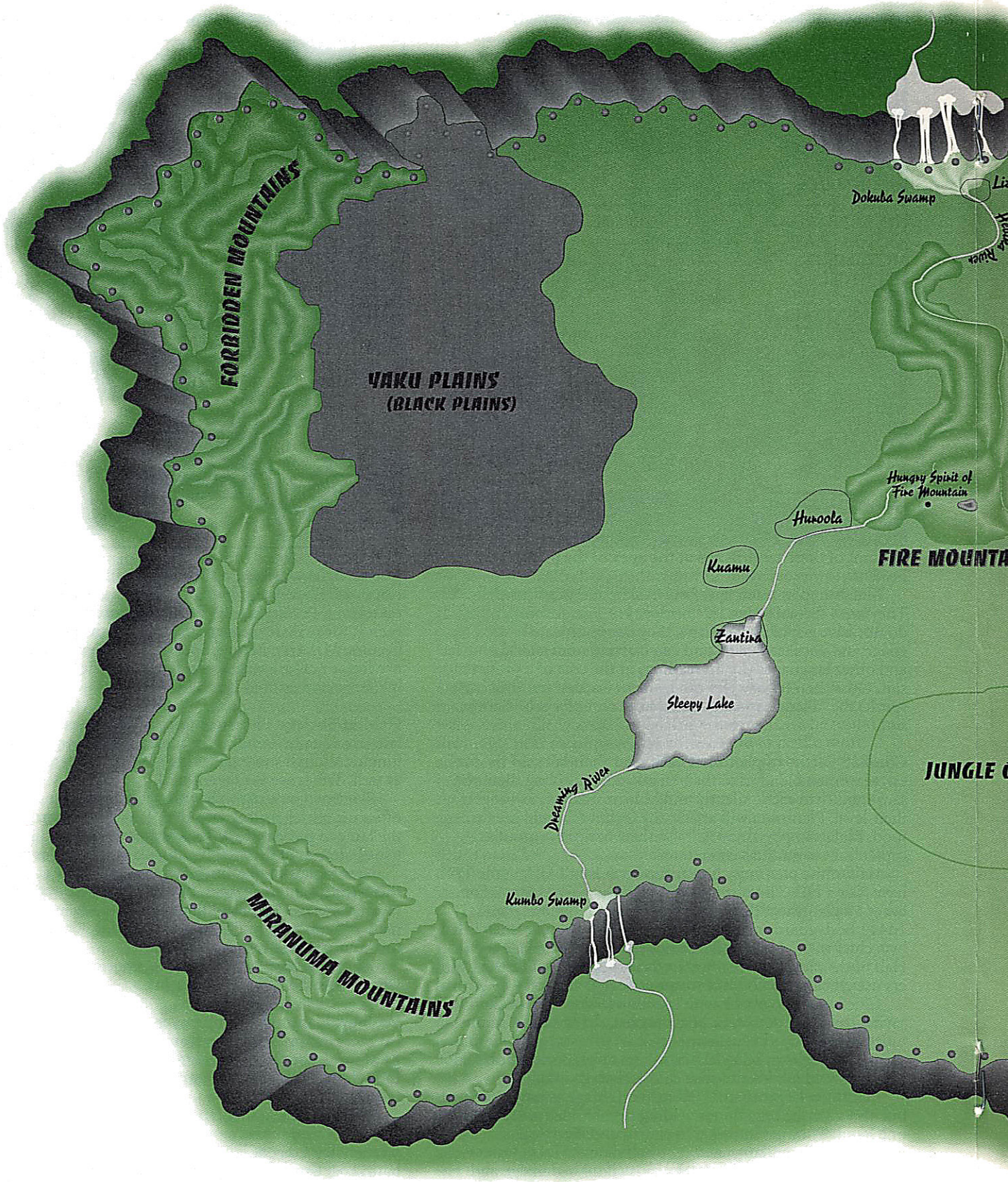
Plantmen co-exist well with plant and fungus life. They often use shriekers to guard their lairs, and plantmen native to the lair can pass by those shriekers unnoticed. Russet plant is usually found in the vicinity of a plantman lair as well.

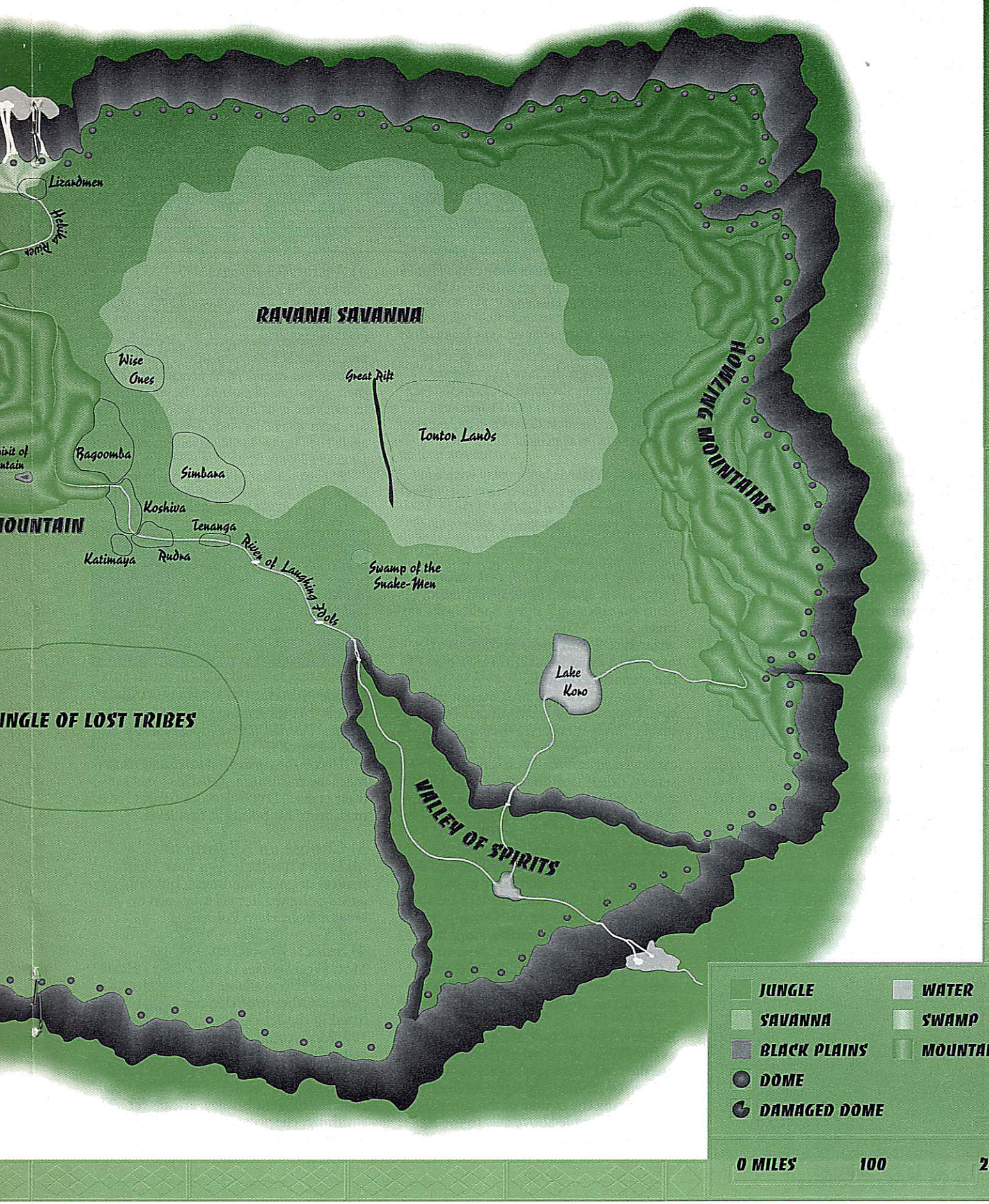
New Malatran plantmen are created by russet mold, by their leaders' spore attacks, or by budding from their leaders. Leaders are 10+ HD (and therefore non-adventuring) plantmen and can only bud if food is plentiful. Plantmen heroes are too young to bud new plantmen.

Plantmen have been known to associate with myconids, which view them as rustic cousins.

Ecology: Plantmen live by scavenging and hunting. They will eat meat in any condition, from fresh to carrion. In times of great need, they have been known to eat other plantmen, though they seldom attack members of their own or an allied tribe.

Plantmen can suffer from dehydration when adventuring outside of very moist, swampy areas. They must wet themselves twice a day or lose two Constitution points per missed bath. Lost Constitution points are regained at the rate of two points per bath. A waterskin provides enough water for a single wetting.


FORBIDDEN MOUNTAINS
YAKU PLAINS
(BLACK PLAINS)
Dokuba Swamp
Hungry Spirit of
Fire Mountain
Huroola
Kuamu
FIRE MOUNTA
Zantira
Sleepy Lake
JUNGLE
Dreaming River
Kumbo Swamp
MIRANUMA MOUNTAINS


Lizardmen
Hebibe River
RAVANA SAVANNA
Wise Ones
Great Rift
Tontor Lands
HOWLING MOUNTAINS
Bagoomba
Simbara
Koshiva
Tenanga
Katimaya
Rudra
River of Laughing Fools
Swamp of the Snake-Men
Lake Koro
VALLEY OF SPIRITS
JUNGLE
SAVANNA
BLACK PLAINS
DOME
DAMAGED DOME
WATER
SWAMP
MOUNTAIN
0 MILES
100
200

HEROES OF MALATRA

CHARACTER GENERATION FOR THE LIVING JUNGLE™ CAMPAIGN

The following are guidelines for creating your own LIVING JUNGLE hero and modifying that hero after playing in official Network tournaments.

You can use the LIVING JUNGLE Hero Sheet or make one of your own, as long as it is complete and easy for a judge to read. You are responsible for keeping a copy of your hero and a list of all the items, wealth, and experience points he earns during tournament play. You must be able to provide a Treasure Certificate to prove that your hero has earned any special items listed on your Hero Sheet, and you must have a Hero Point Certificate to show that you've earned a Hero Point.

All LIVING JUNGLE heroes must fit the AD&D® 2nd Edition Game rules and the Player Character race descriptions in the MONSTROUS COMPENDIUM® sheets in either POLYHEDRON® issue 102 or this issue. Follow these steps to create your own LIVING JUNGLE hero:

1) Select a Race & Class

Races Available: Aarakocra, butu, katanga, korobokuru, lizardmen, Nubari (humans), plantmen, saru, shu, and tam'hi.

Aarakocra are bird-like humanoids who can fly, butu are kobold-like beings, katanga are shapechanging animals, korobokuru are dwarfish savages, Nubari are humans, plantmen are vegetable-based humanoids, saru are smart apes, shu are hairless halflings, and tam'hi are nature spirits. All of these races are explained in greater detail in the MC sheets in Poly 102 and this issue.

Classes Available: fighter, ranger, cleric, thief, and wizard. Bards, specialty priests, druids, and specialty wizards are not available at this time.

Character Class Limits

	Ftr	Rng	Wiz	Pri	Thi
Aarakocra	10	–	7	5	9
Butu	10	–	5	–	10
Katanga	10	–	7	5	7
Korobokuru	10	–	5	7	9
Lizardmen	10	7	–	7	9
Nubari	U	U	U	U	U
Plantmen	10	7	5	5	–
Saru	10	–	–	9*	7
Shu	10	–	–	5	7
Tam'hi	10	–	9	–	7

* Except under special circumstances (charity auctions, Network contests), player character saru priests are not available.

Multi-Class heroes are permitted (see the MONSTROUS COMPENDIUM descriptions). Keep in mind that it takes longer for these demi-humans to advance, as they must divide experience they earn. Dual-Class heroes are not permitted in the LIVING JUNGLE at this time.

Skill	Koro	Kat.	Tam.	Shu	Saru	Aara	Butu	Lizrd
PP	—	—	+5%	+5%	+5%	—	+5%	-5%
OL	+10%	—	-5%	+5%	-10%	-10%	—	-5%
F/RT	+10%	—	—	+5%	—	—	—	—
MS	—	+5%	+5%	+10%	—	-5%	+5%	+5%
HS	—	+5%	+10%	+15%	—	—	+10%	+5%
DN	—	+10%	+5%	+5%	+10%	+15%	—	+5%
CW	-10%	+5%	—	-10%	+15%	—	-5%	-5%
RL	-5%	—	—	-5%	20%	-5%	-10%	-5%

Warriors: LIVING JUNGLE warriors are virtually unchanged from the generic version, though the lack of powerful armor changes the nature of combat significantly. LIVING JUNGLE rangers are identical to the standard version, except for style and trappings.

Wizards: Wizards begin play with any four spells from the following list: *affect normal fires, armor, audible glamer, burning hands, chill touch, comprehend languages* (spoken only), *enlarge, feather fall, friends, jump, light, magic missile, mending, protection from evil, shocking grasp, sleep, spider climb, spook, taunt, ventriloquism, wall of fog.* Spellbooks are unknown in Malatra (see below). Hero wizards will gain spells at the end of most (but not all) adventures as part of the scenario's rewards.

LIVING JUNGLE wizards do not use spell books or material components; instead, they memorize their spells by meditating upon the various fetishes each wizard carries. Each fetish represents a single spell that the hero wizard can memorize. First level wizards begin the game with four fetishes.

Clerics: The shamans, witch doctors, and priests of Malatra are all treated as clerics, except that they have major access to all priest spheres. Because LIVING JUNGLE priests do not worship gods, but the spirits of the jungle, their holy symbols are of all varieties, even within a tribe: rattles, small drums, preserved snakes, bones, and virtually any totem or fetish imaginable.

Rogues: Thieves are essentially the same as their basic versions, but they cannot use the read languages ability until after written or iconic languages are discovered during the course of the campaign. Consult the table above and to the right for racial thieving modifiers.

2) Assign 75 Points

You have 75 points to divide among your hero's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma scores. Scores of 19 can be reached only by spending 10 points beyond the initial 18. A Dexterity of 19, then, requires 28 points. The exception to this rule is in Strength scores. Raising Strength above 18 costs one point for each 10% up to 18/00. Strength scores of 19 cost 29 points.

Except for katanga, all non-human heroes' Ability Scores must range from 6 to 18, with the following exception:

Aarakocra:	S	3/16	D	3/15
Butu:	C	4/15	Ch	3/14
Korobokuru:	C	12/19	I	3/17
Lizardmen:	I	3/17	Ch	3/16
Saru:	S	12/19	I	3/17
Shu:	S	3/17	D	12/19
Tam'hi:	C	3/17	Ch	12/19

See the MONSTROUS COMPENDIUM sheet in Poly 102 for katanga Ability Score ranges. Human heroes' scores must range from 6 to 18.

Heroes begin at first level and must meet the minimum statistic scores for their classes. LIVING JUNGLE heroes have maximum hit points at first level.

3) Choose an Alignment

All LIVING JUNGLE heroes must be of neutral or good alignment, but only goodly-aligned heroes may earn or benefit from Hero Points.

4) Select Proficiencies

Most proficiencies in the *Player's Handbook* are also available to LIVING JUNGLE heroes. Other proficiencies available are listed in the article "Jungle Lore" in Poly 108. More could become available as the campaign progresses.

At present, no LIVING JUNGLE hero may begin play with the following proficiencies: ancient history, armorer, blacksmithing, charioteering, engineering, forgery, gem-cutting, heraldry, lan-

guages (ancient), mining, reading/writing, riding (airborne), riding (land-based), seamanship, stonemasonry.

5) Select Equipment

LIVING JUNGLE heroes begin with no money. The people of Malatra use a bartering system instead of money. Magic items are acquired only during tournament play and at convention activities, such as the Great Convocation of Fire Mountain. Trading magical items among heroes is welcome, but players must exchange Treasure Certificates to prove the trade.

A player character begins play with one item for each point of Charisma he or she has. These starting items represent gifts the character has received in the past. For example, a hero with a Charisma score of 10 can select 10 items total. Choose all of your items from the following lists of clothing, food, equipment, weapons and armor.

Clothing: robe, belt, loincloth, halter, vest, sandals, shoes (reed), snakeskin cap, toga, tunic, rain cape, woven hemp sash, straw hat, lizardskin leggings

Food: beer, bread, cheese, eggs, fruit, grain, berry juice, wine, meat, milk, nuts, water, coconut shell full of honey, roots (one week's supply of food and drink counts as two items)

Equipment: arrows (6), barbed darts (6), basket (large or small) berry dye (ink), bone tube, charcoal stick, clay pot, clay jug, cloth, fish net, bone fishhooks (6), pouch (large or small), sack (large or small), torch, water gourd, waterskin, wicker backpack, straw sleeping mat, wooden bracelet, bone earrings, walking stick, wooden bowl, reed flute, bone comb, small drum, leather cup, ornamental necklace, witch doctor foot salve, coconut filled with insect wax, 20 feet of hemp rope, 30 feet of vine rope, sharp cutting stone, fire-starting stick, bone needle with thin hemp thread

Weapons in the LIVING JUNGLE setting are usually made of stone, wood, or bone. Metal technology has not yet appeared on the Malatran plateau, and metal weapons are rare. For the sake of simplicity, however, these inflict the same damage listed in the *Player's Handbook* for steel versions of the same weapons.

During campaign play, heroes could find more exotic weapons, but beginning heroes must choose from this list:

Weapons: Battle axe, blowgun (for barbed darts or thorns*), short bow, club, hand axe, javelin, knife, quarterstaff, sling (stone only), spear
* Poison thorns are never available to heroes, though nonplayer character shu tribes are notorious for their use. Sleep poison could become available during an adventure, but only for the duration of that adventure.

Armor is rare in the Living Jungle, but these kinds are available: hide armor (AC 6, weight 30), bone armor [Wise Ones heroes can also wear thatch] (AC 8, weight 15, weight 5 for thatch), and reed armor (AC 9, weight 5) body shields, and medium shields.

Other weapons and equipment will be made available during the campaign. Heroes may not begin the campaign with items that are not on this list.

6) Describe Your Hero

Heroes should never be just collections of numbers and abilities; they should have personality, appearance, and history. So before your LIVING JUNGLE character is done, you should be sure to fill in the Physical Description, Personality Description, and Tribe Information on your Hero Sheet. If you want more room, simply attach another page to your sheet and write as long a description and background as you like! These can be as sparse or as elaborate as you like, and here are some suggestions:

☑ Characters who have both strengths and weaknesses are much more interesting than characters who have nothing but strong points. Consider giving your character some flaws, like a fear of spiders, an inability to see more than one side of an issue, or even a physical injury, like a missing finger or tooth.

☑ Heroes come from humble beginnings as often as from grand. Consider a character who isn't especially prominent in her tribe, or perhaps one who everyone thought wouldn't go far in life (before the adventuring begins, that is).

☑ Even when playing a non-human character, remember to include human-like personality traits, especially some that you do not possess. If you consider yourself quiet and reserved, you may like trying to play an active and outspoken character.

☑ Heroes should have interesting backgrounds, but be sure not to tell all of your hero's story before she begins adventuring. Let the tournaments be a large part of your hero's story, and update your Hero Sheet to include important or interesting events from those tournaments in your character's background.

Advancing in Level

When your LIVING JUNGLE character earns sufficient experience to advance a level, be sure to modify your Hero Sheet to reflect the new level.

☑ Add the appropriate number of additional Hit Points. LIVING JUNGLE heroes gain hit points based on their hit die type: Hit points for high Constitution scores are added. For example, a ranger hero (warrior class) with a 16 Constitution gains 10 hps per level beyond first. Consult the following table for the additional hit points gained.

PC Class	HD Type	HPS/ Level
Warrior	10	8
Priest	d8	6
Rogue	d6	4
Wizard	d4	3

☑ Note that a Nubari hero can earn and save more Hero Points at higher levels. For example, second level Nubari heroes can have up to two Hero Points at a time.

☑ Check the *Player's Handbook* for additional or improved abilities, such as thief skills.

☑ LIVING JUNGLE heroes gain a new proficiency slot with every level they attain beyond the first. These slots can be either weapon or nonweapon proficiencies. This is a change from the core AD&D® game and replaces the usual weapon and nonweapon proficiency advancement. Thus, a fighter hero in the LIVING JUNGLE campaign can gain a proficiency (weapon or nonweapon) at second level, and another at third. ❑

MALATRA™: THE LIVING JUNGLE
ADVANCED DUNGEONS & DRAGONS® GAME
HERO SHEET

RPGA® NETWORK

Hero: _____ **Tribe** _____

Level _____ Race _____ Gender _____ Class _____ Alignment _____

ABILITIES

	STR	THAC0 ADJ	DMG ADJ	WT LOAD	MAX LIFT	OPEN DOORS	BEND & LIFT
	DEX	SURPRISE ADJ	MISSLE ADJ	AC ADJ	SAVE ADJ		
	CON	HIT PT. ADJ	SYSTEM SHOCK	RESSURECT SURVIVAL	HOLD BREATH		
	INT	# OF PROF.	HIGHEST SPELL LVL	LEARN SPELL	MAX # OF SPELLS		
	WIS	MENTAL SAVE ADJ	BONUS PRIEST SPELLS	SPELL FAILURE			
	CHR	# OF HENCHMEN	LOYALTY BASE	REACTION ADJ			

MOVEMENT

BASE RATE _____

(INSIDE: x10 FT) (OUTSIDE: x10 YD)

JOG†	= x2	MARCH	= x2 MI
RUN†	= x3 S	FORCED	= +.5 MI
RACE†	= x4 S -4	SWIM†	= x ___
SPRINT†	= x5 S -8	† CON CHECK / RD	

ENCUMBRANCE

LIGHT	= x2/3		
MEDIUM	= x1/2	HAZARD	= x1/3
HEAVY	= x1/3	CRAWL	= x1/4
MAX	= x1 FT	CLIMB	= x1 FT

SAVES

MODIFIERS	ADJ.		
		PARALYZE, POISON, DEATH MAGIC	◯
		ROD, STAFF, OR WAND	◯
		PETRIFY OR POLYMORPH	◯
		BREATH WEAPON	◯
		MAGIC SPELLS	◯

SPELLS

1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____ 8th ____ 9th

_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	
_____	❑	❑	❑	_____	❑	❑	❑	

PROFICIENCIES AND SPECIAL ABILITIES

_____	(/)	_____	(/)
_____	(/)	_____	(/)
_____	(/)	_____	(/)
_____	(/)	_____	(/)
_____	(/)	_____	(/)
_____	(/)	_____	(/)
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_____	(/)	_____	(/)
_____	(/)	_____	(/)
_____	(/)	_____	(/)
_____	(/)	_____	(/)

BASE THAC0 _____

WEAPON	SPEED	THAC0	#AT	RANGE	DMG (S-M/L)	ADJ	SPECIALS / MANEUVERS

SPECIAL ATTACKS: _____

AMMUNITION

_____ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

_____ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

HIT POINTS

WOUNDS:

PLAYER NAME _____

MEMBERSHIP NUMBER _____

MODIFIED AC	ARMOR	AC ADJ
SURPRISE		
NO SHIELD		
REAR		

SPECIAL DEFENSES: _____

ARMOR CLASS

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HERO POINTS	
EARNED	SPENT

Hero _____ Tribe _____

Level _____ Race _____ Gender _____ Class _____ Alignment _____

EXPERIENCE POINTS

Next Level XP:

DESCRIPTION

AGE: _____ HEIGHT: _____ WEIGHT: _____

EYES: _____ HAIR: _____ HAIR STYLE: _____

SKIN: _____ BUILD: _____ HANDEDNESS: _____

APPEARANCE: _____

PERSONALITY (Attitudes, Personality, Passions, Virtues & Vices)

THIEVING ABILITIES

PICK POCKETS		OPEN LOCKS	
FIND/REMOVE TRAPS		MOVE SILENTLY	
HIDE IN SHADOWS		DETECT NOISE	
READ LANGUAGES		CLIMB WALLS	

BACKSTAB MODIFIER

TURNING EVIL AND ENCHANTED CREATURES

SKELETON OR 1 HD	ZOMBIE	GHOUL OR 2 HD
SHADOW OR 3-4 HD	WIGHT OR 5 HD	GHAST
WRAITH OR 6 HD	MUMMY OR 7 HD	SPECTRE OR 8 HD
VAMPIRE OR 9 HD	GHOST 10 HD	LICH OR 11+ HD

SPECIAL / OTHERWORLD _____

EQUIPMENT

LEFT SIDE		
ITEM	LOCATION	ENC.

CENTER OR BACK		
ITEM	LOCATION	ENC.

RIGHT SIDE		
ITEM	LOCATION	ENC.

TRIBE INFORMATION

WEALTH AND TREASURE

ITEM	LOCATION	VALUE	ITEM	LOCATION	VALUE

SUPPLIES

FOOD _____

TORCHES _____

OTHER _____

OTHER _____

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CONTESTS

Contest Winners

Contests. The Network has a spotty record with contests. Some have been great, some lame, some have had lousy prizes, some have been pretty nifty. Sometimes we never chose a winner.

As the new editor, I pledge to you, the member:

1) I'll try to have cool contests which involve some creativity.
2) I'll look hard for decent prizes.
3) I'll follow up when we do have a contest, so that winners get their prizes and everybody else hears about it.

So says I, Jeff Quick.

Below is our first place winner from issue 116, *The Eulogy of Jaccob the Halfling*, sent in by Joseph Zarebski of Cicero, IL. Jospeh's prize is the *Rjurik Highlands* campaign expansion for BIRTHRIGHT® campaign setting. Get used to the cold, Joseph.

Our second place winner is *Ward Auk* by Ms. Izumi Miller. Izumi wins a *Player's Secrets of Halskapa* domain sourcebook.

Third place goes to *Thistle Burrtoes* by Douglas M. Burck. Douglas gets a *Player's Secrets of Baruk-Azhik* domain sourcebook. Congratulations everyone!

Katanga Design Contest

Our newest contest is: design a LIVING JUNGLE™ katanga for use as a hero or monster. Use any normal animal native to jungle, savannah, mountain, or river terrains. Stay away from birds and dinosaurs please....we don't want those animal types overdone.

Your entry must contain specific stats in the MONSTROUSCOMPENDIUM® format used in this issue (on pgs. 11-15), a description of what it looks like in all three forms (for our artists), and information on how it lives. Use the katanga pages from POLYHEDRON® 102 and the ostrich katanga from this issue as examples of what we want.

Keep your submission to less than 2,000 words. Drawings will not affect whether you win, though they may affect how much we enjoy your entry. Entries MUST come with a Standard Disclosure Form, a cover letter, and a disk with the submission in text format, Microsoft Word format, or WordPerfect 5.1 format.

Submissions must be postmarked on or before September 1st, 1996. See also the squinty legal print on page two about submissions.

The Eulogy of Jaccob the Halfling

"We are gathered here to pay tribute to Jaccob the halfling. Jaccob was the second halfling to visit the ten towns. We honor his spirit if not his body, since there was a dead or alive bounty for him in Luskan. While here only a short time, Jaccob had found a place with us as an apprentice to Henry Coldwater as a...a... Wha was it that he was training for again, Henry?"

"Tourist Guide."

"Oh yes, yes. There aren't to many tourists here though.. It almost seems as if there are more guides than tour—"

"Maybe I should finish the eulogy."

"All right Henry."

"Jaccob was here only a short time when I saw his potential. Coming into my new business, Jaccob showed a lot of initiative. Too much for his own good at times.

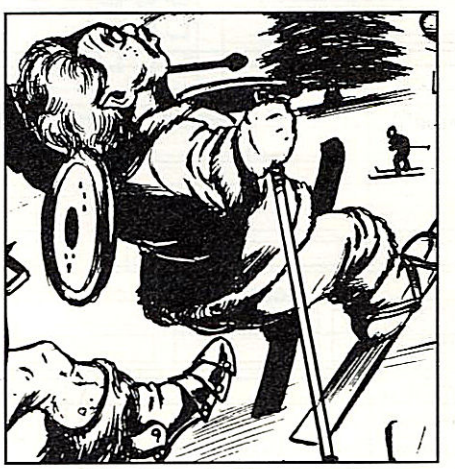
"It seems that the slopes are very dangerous at Breakneck Resort. In the case of Jaccob the halfling, Breakneck Resort lived up to its name. The only guides that have returned unhurt were the best skiers. It would seem that only the orcs can handle the slopes.

"Let me finish by saying that Jaccob would have been the best tourist guide the ten towns will ever know and nobody will miss him more than me."

"Do you know anything about Jaccob's life before ten towns, Henry?"

"Well, I do remember him mentioning something about transporting valuable items to and from Luskan."

"Thank you Henry and thank you all for coming."



The Dearly Departed

Jaccob (deceased)
Male Halfling 4th Level Thief Smuggler

STR	13	Age: 41
DEX	16	Height: 3'6"
CON	10	Weight: 67 lbs.
INT	13	Hair: Lt. Brown
WIS	14	Eyes: Hazel
CHA	12	Alignment: CN

AC: 8 (10 rear)
HP: 14
THAC0: 19

Weapon Proficiencies: club, dagger, sling

Nonweapon Proficiencies: Alertness (15), Appraising (13), Direction Sense (15), Read/Write Common (14), Rope Use (16), Weather Sense (13)

Thief Skills: PP: 20%, OL: 35%, F/RT: 16%, MS: 71%, HS: 68%, DN: 75%, CW: 50%, RL 5%

Possessions: lock picks, charcoal, aniseed, hand lamp, hollow boots, false scabbard, mouse cart, 3 pet mice, +2 Longtooth dagger

New World Opening

No Humans Allowed, Part 3

A World of Your Own

by Roger E. Moore

Angie likes horses. (She owns one.) As it happens, she also likes centaurs, and wants to design an AD&D® campaign world populated by centaur-folk, with a smattering of other races in minor roles. She mentions the idea to some of her friends, and the idea is received with enthusiasm. But how will she keep the players as the campaign moves on?

Angie starts off with some basic assumptions about her campaign world, Hareth. In essence, it will be played out as a standard AD&D campaign, but with the following changes. Some changes are extreme, but campaign survival is at stake.

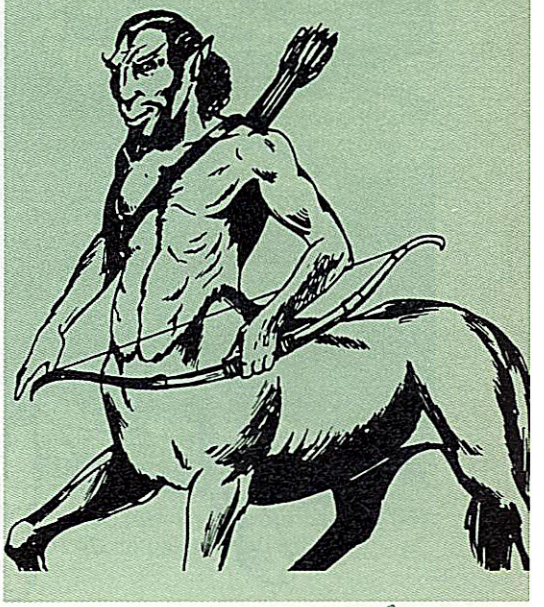
Hareth has no humans or demihumans; they are unknown and replaced by centaurs as the dominant race. To get the greatest character variety for her group, Angie looks up the statistics for centaur PCs in PHBR10 *The Complete Book of Humanoids* and modifies them so that on her world, centaur PCs—by the grace of their deities, their excellent minds, and their peculiar world—can achieve up to the 16th level of ability as fighters, rangers, paladins, clerics, druids, bards, mages, specialist wizards, or psionicists. Thieves appear only as fighter/thieves, as their range of abilities is greatly restricted (can't climb walls, rarely hide in shadows, etc.); these characters function largely as either scouts or bandits. Centaurs can be multiclassed; Angie uses the rules for multiclassed elves and half-elves as guidelines. Experienced PCs can achieve levels higher than 16th, but special quests, ceremonies, or sacrifices are required. Centaur PCs and NPCs follow the usual human rules for level advancement, but have one hit die more at every level (e.g., a warrior has 9 HD at 8th level).

Most centaurs of Hareth are semi-nomadic, having large camps or crude villages that function like minor city-states. Some alliances between centaur tribes have aided civilization among them, especially given the pressures centaurs face from marauding humanoids, giants, and dragons. There are even a few true cities on seacoasts or along rivers or lakes, which to human eyes would be sprawling affairs with wide, dusty streets and high-roofed, single-story buildings with huge doors. City walls are of stone or wood and rarely over one story high. Floors are nearly always of packed dirt and straw, even in royal households; roofs are wooden and often placed by crane. Windows are high, since eye level to a centaur is higher than for a human. Street traffic includes centaur-, horse-, or ox-drawn carts and wagons of every sort. Several cities have primitive railroads using animal-pulled wagon trains. Ironworking and magic are well known and widely practiced.

The main cultural groups of centaurs are loosely based on horse cultures from our world, especially American Plains Indian, medieval European, and Mongol/Tartar societies. All three groups are equally advanced in magic and technology, and they are usually friendly toward one another. This helps them greatly against their humanoid and giant rivals, who are universally barbaric and destructive. Many character kits are allowed, as appropriate to the set-up; Mongol-type centaurs have Ori-

In the last two issues of this marvelous newszine, we've looked at three original AD&D campaign worlds, each dominated by different nonhuman creatures–Krynnish minotaurs, Silver dragons, and Oriental rakasta.

This month, Let's see how a DM turns her campaign into the, um, *centaur* of attention.



ental kits. The barbarian kit is a good choice for all regions. Centaurs domesticate animals, raise crops, create complex tools and weapons, wear armor, use money, and even have a few barge-like boats for river travel.

Angie finds it necessary to further detail centaur characters according to their size, weight, carrying and hauling capacity, movement sideways and backwards, combat ability, swimming and diving ability, kicking effect, and the effect of weapons used in charging combat. She manages to get copies of two old issues of DRAGON® Magazine with articles on centaurs (#103, "The Centaur Papers," and #105, "The Rest of the Papers"). She has read about the centaur world called Torus in the SPELLJAMMER® accessory, SJR4 *Practical Planetology*, but she wants Hareth to be a sphere. Torus could be an outer planet in "Harethspace," Hareth's crystal sphere. Perhaps PCs will reach that doughnut-shaped world someday.

Angie also includes PLANESCAPE™, RAVENLOFT®, and SPELLJAMMER campaign monsters on her world as interesting "interlopers." Spelljammer ships and wildspace travel are currently unknown, however. Psionics are allowed, as per PHBR5 *The Complete Psionics Handbook.*

Centaurs of Hareth protect their legs with heavy waxed cloth or leather wrap. They shod themselves with iron shoes, braid their tails, and often wear clothing in cold or rainy weather. Decorative jewelry is common, and some centaurs tattoo or paint their upper bodies.

"Generic" Centaur Accessories

To supplement her campaign, Angie freely borrows materials from many AD&D accessories, particularly the "generic" ones. However, she quickly finds that she must adapt most materials to fit her game.

For example, Angie owns all four ENCYCLOPEDIA MAGICA™ volumes, using the treasures and treasure tables therein in normal play. Most magical items are used without significant changes, such as the potions and oils, scrolls, shields, rings, wands, rods, staves, etc.

There are no magical pants or shoes, however—at least, not for centaurs. (Humanoids might have some.) Magical "horseshoes" replace all sorts of magical shoes, sandals, and boots. Magical sidebags supplement the various containers like sacks, bottles, bags, etc. Centaurs do not use saddles, so those don't appear. Cloaks and robes are modified to fit centaur form, and magical blankets exist. Magical carpets and rugs are almost unknown, as the great weight and sharp hooves of a centaur would destroy them quickly; what few such items exist are very large and thick.

Magical rings and jewelry are supplemented by magical anklet-like pastern chains that fit just above the hooves. And a centaur's tail can have a magical ribbon, strap, chain, or band at the root. Certain magical items, especially those using 9th-level wizard spells (e.g., *shape change, time stop, wish*), are extremely rare and produced only by centaur gods themselves.

Magical armor, a critical element in any treasure table, is redesigned as either partial armor (fitting either the equine or human half of a centaur) or full sets (fitting the whole character). Among weapons, magical lances, spears, and javelins become common. Heavy crossbows, which require foot cranks to wind up, become very rare. *Smoke powder* is not found on Angie's world, as she wants to keep firearms out.

Just as important are the changes Angie makes to named items and spells to make them fit her campaign background. *Boccob's blessed book* becomes a *blessed book of wizards*, for instance; *Bigby's clenched fist* is now merely *clenched fist*, and *Mordenkainen's faithful hound* is *faithful hound.* Historical notes in the EM volumes are changed to fit, too. Artifacts from other game worlds do not appear; she has her own list of local artifacts for game play. Of course, references to humans or demihumans in spell or item descriptions are changed to centaur, humanoid, or other creature references where appropriate.

In the field of monster selection, the MONSTROUS MANUAL™ tome and its appendices meet many of Angie's campaign needs. The humanoids can gain levels in various classes, as per *The Complete Book of Humanoids.* Many undead creatures exist on Hareth, but these are usually humanoid undead created by humanoid spellcasters. Evil lycanthropes exist, but they are orcs when not in were-form. Standard types of dragons exist. Normal and giant animals like wolves, rodents, horses, fish, insects, reptiles, and the like are common. "True" monsters like basilisks, beholders, behirs, perytons, carnivorous plants, purple worms, treants, trolls, and wyverns are well known.

Summoned and enchanted monsters like elementals and golems are very rare, brought into being only by powerful humanoid or centaur spellcasters. A centaur wizard's homonculous has four legs (of course), though his familiar will be of the normal sort. Intelligent evil beings can be designed using *The Complete Book of Villains.*

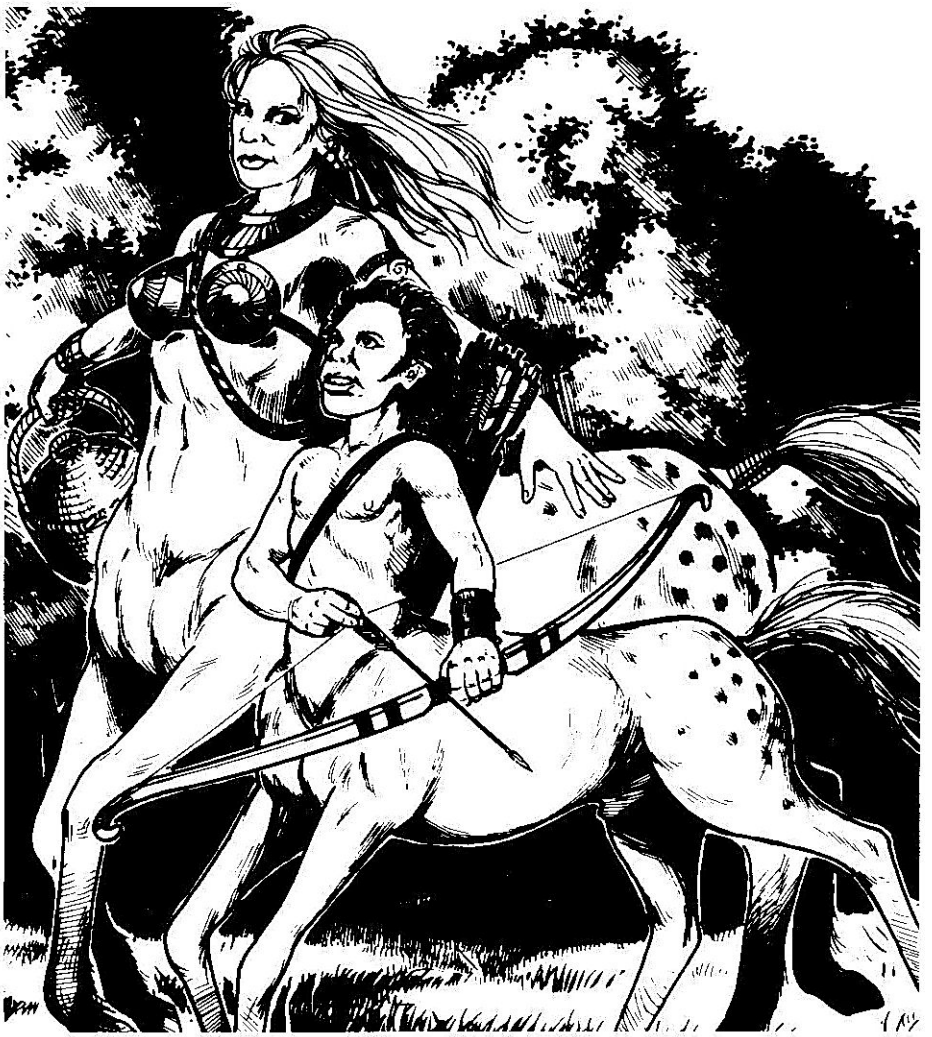
Fixing Up Centaur Quests

It doesn't take Angie long to learn that there are no published AD&D adventures for centaur PCs. However, some adventures can be modified to allow for groups of huge, four-legged, half-ton centaur heroes. One useful adventure, though long out of print, is the 1978 module G1 *Steading of the Hill Giant Chief*, a perfect giants' stronghold for Angie's campaign. DUNGEON® Adventures also has a number of adventures that Angie can modify.

One complex adventure that Angie has her eyes on as her campaign begins to generate high-level characters is the justly famed DRAGON MOUNTAIN™ boxed set published in 1994. The DRAGON MOUNTAIN setting moves from world to world, as outlined in Book II, page 2. Angie decides that Hareth is one of the unlucky worlds visited by Infyrana's mountain, though in the past only Hareth's humanoids suffered from the depredations of the mountain's kobolds. However, centaurs have pushed humanoids back into the mountains in recent years, seizing the fertile plains and unknowingly putting themselves in the path of Infyrana's reavers. Old humanoid legends warn of the coming of the "cursed peak," but who listens to the mumbling of evil shamans?

After reading through the boxed set carefully, Angie sets up this adventure with only minor use of Book 1, which would be difficult to use as written. Instead, she has rumors of an uprising spread through humanoid tribes in the mountains near her campaign's central region. Eventually, nomadic centaurs are attacked and their encampments looted. The centaur PCs are brought into the picture as the situation worsens, and the old legends of a haunted or cursed mountain begin to circulate once more and reach the PCs' ears.

Angie gets ready for the group's arrival at Dragon Mountain. Kobold tactics of grappling and overbearing (Book II, pages 4-5) are modified to include netting, entrapment, and tripping for big foes. Centaurs, being large creatures, take more damage from weapons than humans or orcs would. High mountain roads must be negotiated with great care; turning around could be impossible on a narrow path, and an avalanche could wipe out the party. Once heroes get inside the mountain, ceiling height and corridor width must be considered, as well as weapon length and character weight. (Centaurs will trip almost every weight-sensitive trap they find.) There are few opportunities to charge in short hallways, and retreat from narrow tunnels could be nearly impossible. Pit and blade traps that could cut or break a centaur's legs



are especially dangerous. On the good side, spells like *web* have limited value against heavy, swift centaurs.

Prisoners inside the mountain dungeons are mostly humanoids from Hareth, with a few peculiar creatures from other worlds (even elves, dwarves, and humans are possible, though only as NPCs). Just to be sneaky, Angie allows Infyrana to adopt the form of any sort of humanoid, but not a centaur. It is unlikely that centaur PCs will be able to defeat Infyrana's forces, but the adventure will certainly challenge the characters in ways that won't matter to human-sized heroes.

Other Worlds & Races

Surely some readers have considered creating and running AD&D campaign worlds which also feature nonhuman races in the fore. Other possibilities include:

• **Humanoids**: The only major all-humanoids campaign I recall published by TSR was the GAZ10 *Orcs of Thar* setting for the D&D® game. With PHBR10 *The Complete Book of Humanoids*, an all-humanoids campaign became fully possible for the AD&D game. A Dungeon Master could set this campaign on a large island, with various barbaric humanoids cooperating against enemies like giants and dragons (using *The Complete Barbarian's Handbook* for centaur and humanoid character-building), or expand the setting to a whole world run by advanced humanoid races, with the PCs being entirely of one particular humanoid race.

• **Oceanic races**: Years ago, I compiled notes on an underwater AD&D campaign, with players using character races such as aquatic elves, mermen, locathah, and so on. The notes are long lost, but the idea is as strong as ever. Enemies would include ixitxachitl, sahuagin, kraken, sharks, and other unfriendly creatures. Resources include the D&D game's CREATURE CRUCIBLE™ accessory, PC3 *The Sea People*, as well as numerous references to aquatic elves, especially in PHBR8 *The Complete Book of Elves*. One challenge here is to constantly think in three dimensions, remembering that undersea opponents might face off across different altitudes.

Good luck trying your hand at this type of campaign creation!

Is that on the DM™ screen?

LIVING CITY™ Judge Guides

LIVING CITY Rulebook

AD&D® 2nd Edition optional rules used in LIVING CITY events.

***Player's Handbook*:**

- **Nonweapon Proficiencies (p. 73)**
- **Basic Encumbrance (p. 102)**
- **Expensive Spell Components (p. 113)**
- **Parrying (p. 133)**
- **Group and/or Individual Initiative (p. 124-126)**
- **Initiative modifiers from Table 56 (p. 125)**
- **Weapon speed (p. 127)**

***DUNGEON MASTER® Guide*:**

- **Polearms and Weapon Frontage (p. 82)**
- **Shields and Weapon Frontage (p. 82)**
- **Hovering at Death's Door (p. 104)**
- **Aerial Combat tournament rules (p. 106-108)**
- **"Heat" infravision (p. 160)**
- **Terrain Effects on Movement (p. 167, Table 73)**

Do not use other optional or home rules unless seen in *LIVING CITY Rulebook* columns. Sourcebook rules only apply to the material from that sourcebook.

The role of Judge in Network events involves making many decisions about character actions, running encounters, portraying NPCs, and adjudicating the effects of traps, spells, and (literally) everything else in the world. LIVING CITY events are particularly difficult for the judge, for several reasons.

First, you don't know what characters will come to the table, or what they can do, so your preparation is more involved than with other types of tournaments. Second, LIVING CITY players care deeply about the welfare and future of their characters, much more than they would if characters were provided. Every ruling that could kill a character is hotly protested, and every situation is evaluated in terms of fairness towards characters.

However, judging a LIVING CITY event is rewarding as well. You have the opportunity to think on your feet and respond to unusual situations ("I use my *wand of wonder* on the wall behind the monsters, then I pull out this gem that gives me +5 to my rope use proficiency, which I use to catch the bad guy.") To help you through this experience, we provide these guidelines. Whether you are a veteran LIVING CITY judge or a beginner, they should help simplify your life and explain what you need to know to run an excellent game.

The Role of Judge: Fairness and Ethics

Before getting to specific rules, consider your title: Judge. A judge's job is to moderate events and make decisions based on fairness and adherence to game rules. A judge is not the same as a campaign DM, who manages the whole plot and treats the characters as he desires. A tournament judge runs one, separate part of the campaign. Players expect to be treated fairly, to have the core AD&D® rules applied in all situations, and to have every chance to survive. It is your responsibility to ensure that. When you make decisions and run encounters, consider the players' and characters' points of view in addition to your own. If a situation develops where the characters will be killed, it should be as much their own doing as the deadliness of the encounter.

The Network has a set of ethics guidelines which it follows in considering whether to sanction tournaments, and you must abide by those guidelines when judging events. A complete set of ethics guidelines is available from Network HQ, but they can be summed up as: treat players with respect, refrain from belittling current establishments in our culture, and make sure that everyone knows it's just a game.

Preparation

Read the scenario thoroughly prior to the event. Try to meet with one or two of the other judges or contact Network HQ to discuss anything you don't completely understand. This promotes greater consistency between tables of the same event. Players will talk about the event with each other later.

Alignment Infractions

Alignment infractions are a touchy subject. Ultimately, you are the final authority, but you must warn the player if his character is deviating from his chosen alignment. This warning must be clear, and make sure that the player understands. The PC can then correct the behavior, justify it, or face the consequences. If infractions continue, an alignment change may be in order. If a character changes alignment through play, and it is "voluntary" (i.e. not a magical effect), then the character loses experience to place him at the beginning of the next lowest level. Multi-class characters drop to the beginning of the next lowest level in both classes. Characters who become evil are retired from play. These measures are a last resort; there is more than one way to play a given alignment.

Familiars and Followers

Some characters may have followers. However, these followers never adventure. It is assumed that followers stay behind to watch the homestead. If a wizard has an unusual familiar, you may disallow its use if the player cannot present a certificate for it.

Kits and Specialty Priesthoods

Players whose characters have kits or specialty priesthoods must bring the handbook which describes the kit or priesthood. You are not obliged to honor kits or specialty priest powers if the player cannot produce the proper book. If kits are involved, use the Special Hindrances to offset the Special Benefits and maintain play balance.

Magical Items

As judge, you have the right to ask a player where any of his character's magic items were obtained. All magic items must have certificates as of August 8th, 1996. Items without certificates will be disallowed, and you should report the player to Network HQ or the LIVING CITY Regional Director.

Recognition and Fame

The Fame Rating system (POLYHEDRON® Newszine issue 115) gives the chance on 1d20 that a particular PC is known to an NPC of a given grouping. Use this to determine recognition. Remember that recognition is not always a good thing.

In interactions with NPCs, role-playing is the most important consideration. If a character is acting like a pain in the neck, he should be treated like one. Reaction adjustments for Charisma and Comeliness apply at the beginning of the encounter only, to determine first impressions. Certain extenuating circumstances may modify the reaction roll, such as fame or close involvement with the NPC (city watchman dealing with the City Watch, wizard guild member dealing with the Ministry of Art).

NPCs who are not written into a module are either unavailable or cannot help the PCs under most circumstances. Only if the PCs are completely off track should extra NPCs become involved.

Special House Rule

The Strength bonus to damage may not exceed the maximum damage for the missile or thrown weapon used. For example, a dart which does two points of damage may only do four points of damage when thrown by a character of 18/00 strength. Specialization and magical bonuses are added after the Strength bonus. Melee weapons are not subject to this rule.

Scaled Encounters

A scaled combat system is usually used in LIVING CITY events. Groups of opponents are presented for varying PC levels. Total the levels of the PCs to determine which foes they will face. Multi-classed and dual-classed characters count as their highest level plus one level for each additional class, so a 3rd level Fighter/4th level Wizard counts as five levels.

The foes in a scaled grouping are designed to challenge characters whose average level is the center of the range. If the characters at your table are having too easy or too difficult a time, you can mix and match foes from the different groups above and below the one the characters fall into. The goal is to provide a challenge without overkill.

You can't take it with you

Dead characters (ones who stay that way) may bequeath their magical items to any NPC through a Will (or *speak with dead* spell). The Will had to be prepared before the character died. They may leave **one** magical item to **one** PC, provided the PC is not one of the player's own characters. Magical items that are not disposed of via a Will simply vanish. Void all magic item certificates for that character. Looting dead PCs is considered an evil act, but gathering items necessary to pay for a *raise dead* is acceptable.

The magical items of dead characters may not be put into a charity auction, raffle, or other event, through a Will or any other means. The items of dead characters leave the game.

Experience Points

Experience points are always listed as per PC, so you need only add up the total for what the group accomplished and give that many points to each PC. All experience points are awarded at the end of the round. Any characters that gain a level may be adjusted accordingly. A character cannot go up more than one level per tournament round, but does not lose excess experience points as in a normal campaign. These points are part of the total; the character will advance to the next level at the end of the next event.

Treasure

The PCs may only divide treasure acquired if it is listed on the Treasure Summary at the end of the scenario. If a piece of treasure is not on the list, they cannot have it. Period. This is a house rule that overrides what the PCs may have accomplished in the game. The PCs must be told what the nature and powers of all magical items. They are assumed to have them identified on their own time.

Disputes

The LIVING CITY program functions on the "Honor System." That is to say, player honesty regarding dice rolls, stats, magical items, and money will be maintained at all times. If, as a judge, you feel that a player is cheating, you may investigate the matter and warn the player. If cheating persists, take action to remedy the situation as you see fit, short of killing the character. While best dealt with at the gaming table, these remedies may include speaking to the convention director and/or Network HQ. If play is disrupted by this player, then politely ask him or her to leave. If necessary, ask the convention staff for assistance.

When disputes over rules occur, handle them as quickly as you can while remaining fair to the players. Listen to the argument, make a decision based on game rules and these guidelines, and move on.

Should a dispute arise over decisions made at the gaming table, there is a review process available for the player to seek redress. Players must submit their grievance in writing to the LIVING CITY Regional Director, who shall investigate any claims. If necessary, a review board will be formed to address the issue. Review boards are formed only in extreme cases, and they are generally reluctant to reverse a judge's decision without good cause.

Have Fun

This is the primary rule, and the real goal of the AD&D game.

Conventions

Featuring Network Sanctioned Tournaments

ORIGINS '96
When: Jul 4–7 **Where:** Columbus OH–Held at the Greater Columbus Convention Center and Hyatt Hotel **What's Happening:** RPGs, Network events, M:tG National Championship, numerous other games and events.
Contact: Andon Unlimited, PO Box 1740, Renton WA 98057–1740; Andon@aol.com.

CONLINE
When: Jul 27–28 **Where:** TSR Online RoundTable, GEnie
What's Happening: Great online gaming including five Network-sanctioned tournaments: LIVING CITY™, LIVING JUNGLE™, and Virtual Seattle! Workshops, seminars, guest speakers and more! Network clubs LAMP and UCC host.
Contact: KNIGHT$@genie.com

NANCON-88
When: Aug 30–Sep 2
Where: Houston TX
What's Happening: RPGA Network events, including LIVING CITY tournaments!
Contact: Terry Hawkins, 4734 Warm Springs, Houston, TX 77035; TLHawkins@aol.com; 713/728-4227

NUKE-CON
When: Sep 28–29 **Where:** Omaha NE–Held at the Holiday Inn Central
What's Happening: RPGA Events: LIVING CITY & Virtual Seattle; Sanctioned M:tG; Mid-America Battletech Tournament; Computer Suite; GOH: Tom Prusa
Contact: Nuke-Con, 13115 Josephine Circle, Omaha NE 68138; 402/896-8564; nuke-con@synergy.net

GAMEFEST
When: July 6
Where: Chicago IL–Held at the Holy Innocents Church, Fr. Pajek Hall
What's Happening: Events include a M:tG tournament; Network events
Cost: $5 at the door
Contact: John Kavain, 857 N Hermitage, Chicago, IL 60622; 312/733-2395

DEXCON 5
When and Where: July 10-14 in Somerset NJ – Atrium Park
What's Happening: This year Double Exposure brings you FIVE nonstop days of gaming enjoyment including the World Cosmic Encounters Championship, National Championships in the DRAGON DICE™ game, Othello, Blood Bowl, Talisman, and the Star Wars role-playing game. RPGA® Network Coordinator Scott Douglas hosts the 2nd Annual Underwater DRAGON DICE Championships (swim fins and blueberry beverages optional). Arcane Circle hosts the Collectable Game Room. 20 RPGA Network tournaments, with six first-run LIVING CITY events. Zeno AND Navarre both available for LIVING CITY magic item trading! Two War modules! A Network Club decathlon event!
Plus: the ARENA–the largest convention battlefield in the world! 1,000 square feet of miniatures gaming excitement including Warhammer Fantasy, 40K, Orkfest, Ogre, Battletech, and the Star Wars Capital Ships Combat, hosted by Double Exposure and Sci-Fi Supply.
Cost: $50 until June 17; $65 at door.
Contact: Vinnie Salzillo, Double Exposure Inc., PO Box 3594 Grand Central Station, New York, NY 10163; 718/881-4575; Salvius@panix.com

ATCON III
When: Oct 3–6 **Where:** Austin TX
What's Happening: 6LC, 1LJ, 1LD, DARK SUN, Champions, WoD, GURPS, Marvel Superheroes, more. Clash of the Titans Win ticket to ATSea '97!
Cost: $15 until Aug 15; $25 at the door
Contact: John Paul Carney c/o GOAT, PO 3116, Austin, TX 78764-3116; 512/443-4251

VII–KHAN
When: Jul 12–14 **Where:** Colorado Springs CO–Held at the Holiday Inn North
What's Happening: Robo-Krunch, Yacht Race; Special Guest Will McCarthy
Cost: Daily $15; Weekend $20
Contact: Penny Tegen, 2926 Valarie Cir., Colorado Springs, CO 80917; 719/597-5956

KNIGHT GAMES '96
When: Oct 11–13 **Where:** Brooklyn NY–Held at The Berkeley Carroll School
What's Happening: RPGA Network Games including 3 LIVING CITY tournaments. All convention profit s go to Camp Friendship.
Cost: $15 adv or $18 at the door
Contact: Knights of the Empire,PO3041, Brooklyn NY 11202; dsamuels@aol.com

ACTION 2
When: Jul 20 **Where:** Des Moines IA
What's Happening: Sanctioned M:tG; LIVING CITY, Call of Cthulhu, and other Network AD&D® game events; Vampire the Masquerade; Dragon Supreme
Cost: $4 at the door; preregistered judges are FREE!
Contact: Tammy Jones, 1304 Boyd St. Des Moines, IA 50316; 515/266-2358

MAGE CON SOUTH XI
When: Aug 31–Sep 2 **Where:** Sioux City IA – Held at the Sioux City Hilton
What's Happening: Live action Vampire hosted by Wyrd Images of Kansas City; Mechwarrior 2; ASL tourney, art show
Cost: $20 weekend; daily prices available
Contact: David Glewwe, MAGE, PO 114, Sioux Center, IA 51250; 712/722-1136

WINCON
When: Sep 13-15 **Where:** Winnipeg MB
What's Happening: Highlander, AD&D game, Star Wars, Warhammer 40K, M:tG
Cost: $25 til Aug 31 Register before July 31 for advance game registration info!
Contact: Wincon, PO28073, 1453 Henderson Hwy, Winnipeg, MB R2G 4E9; 204/668-5614; d.derksen@genie.geis.com

TOTALLY TUBULAR CON IV
When: Oct 18–20 **Where:** Fullerton CA
What's Happening: More like a large gaming party than a con, features RPGA Network games including first-run Living City and three-round round-robin events.
Cost: $25 until Oct 4; $30 at the door
Contact: Totally Tubular Con, PO 18791, Anaheim Hills, CA 92871-8791; PartDragon@aol.com

DARK CON III
When: Jul 19–21 **Where:** Oklahoma City OK – Central Plaza Hotel
What's Happening: RPGA Network games, LARP Vampire, sanctioned M:tG tournaments, Dark-moore's "Player of the Year," guests Skip Williams, Mike Huebbe, Scott Douglas
Contact: DarkCon III, PO 6021, Moore OK, 73160; 405/329-3302.

GATEWAY 16
When: Aug 30–Sep 2
Where: Los Angeles CA – Held at the Los Angeles Wyndham Hotel
What's Happening: Numerous roleplaying, card and miniatures games, RPGA Network games, and other events
Contact: Stategicon HQ at 818/848-1748.

SHORECON '96
When: Sep 27–29 **Where:** Asbury Park NJ–Held at the Berkeley-Carteret Hotel
What's Happening: 4 Days of SF, gaming, and more! RPGA Network events, first-run LIVING CITY events. Also board, card, Live-action, minis & RPGs. Fun for all!
Cost: $20 adv or $25 at door
Contact: Multigenre Inc, 266 Spruce Dr Brick NJ 08723; info@multigenre.com

GAMMA CON
When: Oct 26--27 **Where:** Texarkana TX–Held at the Four Points by Sheraton
What's Happening: AD&D game events; art show and auction; dealer's room; costume ball and contest
Cost: $15 daily; weekend $25
Contact: Outpost Productions, 503 Courthouse Ave., New Boston, TX 75570; 903/628-6298

QUINCON XI
When: Jul 19–21 **Where:** Quincy IL–Signature Room in the Franklin Square.
What's Happening: Illinois Highlander State Championship tourney and Network games
Cost: $15 for the weekend
Contact: Great River Gaming Guild, PO Box 3892, Quincy IL 62305–3892; 217/224-3415

ATSEA '97
When and Where: April 5-12, 1997, sailing from New Orleans LA
What's Happening: This spectacular value features eight days of Caribbean frolic aboard Commodore Cruise Lines. 14 sanctioned RPGA Network events, including first-run LIVING CITY, LIVING JUNGLE, LIVING DEATH™ and Paragon level events; DRAGON DICE tournaments, Warhammer 40K, INWO, Battletech, Vampire, and Werewolf. Plus: special guest Jean Rabe!
Cost: All for one low price; from $1099; 20% off of deposit before July 1!
Contact: G.O.A.T., PO Box 3116, Austin, TX 78764; 512/443-4251

CONLINE XXIII
When: Oct 26–27
Where: TSR Online RoundTable, Genie
What's Happening: RPGA Network sanctioned tournaments: LIVING CITY, LIVING DEATH™, Call of Cthulhu, other AD&D events, Trivia, guest speakers, and more!
Contact: KNIGHT$@genie.com

LIST YOUR CONVENTION HERE. IT'S QUICK, EASY, AND EFFECTIVE.
FOR INFORMATION ON GETTING YOUR CONVENTION LISTED HERE OR FOR ADVERTISING RATES, WRITE TO:

CONVENTIONS C/O RPGA
201 SHERIDAN SPRINGS RD.
LAKE GENEVA, WI 53147

NORTH CAROLINA: Looking for players and DMs in the Rocky Mount/Wilson area. I am 15 years old and have been role-playing for about 4 years. I'm familiar with the DARK SUN*, FORGOTTEN REALMS*, RAVENLOFT*, and PLANESCAPE™ boxed sets. Willing to travel. Jeremiah Perry, Route 3 Box 15, Whitakers NC, 27891; 919/437-0894

14-YEAR-OLD MALE looking for people in Toledo area who play Vampire, Battletech, AD&D*, Overpower card game, Star Wars CCG, and BLOOD WARS™. Nate Buck 419/691-5260; 270 Valley wood Dr., Toledo OH, 43605

I'M AN AD&D 2nd Ed. player/DM with 16 years experience looking for players in the Hudson NY/ Columbia cty. area. Jon Dugan 409 county route 10, Germantown NY 12526

WANTED/PEN PAL: I'm 21 years old, just started playing AD&D. I am looking for the *Player's Handbook*, DUNGEON MASTER* *Guide*, PLAYER'S OPTION™ books, and DM* *Option: High-Level Campaigns*. Please send list. I'm also looking for pen pals (especially in Wisconsin) Michael Engebretson, PO 601, LaCrosse WI, 54602-0601

CORRESPONDENTS WANTED I'm a guy, 32, looking for mature gamers to correspond and exchange ideas. I've been a DM/player for over 14 years in 1st and 2nd Edition AD&D games with only a little exposure to other gaming systems. Other interests include TV, movies, comics, sci-fi & fantasy lit., art, models/miniatures. William Sims, 3257 Gurley Ave, Gadsden AL 35903

HI TO THE WORLD My name is Alan, I'm the Regional Director for the north of England. I'm 28 years young, looking to establish international links with other directors, gamers, DMs, clubs, etc. to swap gossip, ideas, etc. How is gaming in your area? In England we have "twin" towns, why don't we twin groups, clubs, etc. Get in touch. Alan Forsyth, 23 Alexandria St., Ashton-under-Lyne, Lancashire, England OL6 9QR. Does anyone have any 2-point Amazons?

FOR SALE: I have 800+ SPELLFIRE* cards. I am looking to sell them all together. $60 OBO. Clint Webb, 8921 N. 114th Ln., Peoria AZ. 602/933-1590

PEN PALS: My name is Sylvain Roy, I'm 14 years old. Looking for pen pals interested in sharing ideas about AD&D books, games, and other stuff. RR#1 Box 5 Site 10 Petit-Rocher N.-B. E0B 2E0

PEN PAL/WANTED: I'm a fantasy GM/player of 15 years who believes storytelling and character development are more important than rules. Write if you're interested in swapping GM tips or discussing fantasy literature. Also write if you own a copy of Mayfair Games' "To Hell and Back." Roy Penrod, 305 West Martin St., Grayville IL 62844

Classifieds...

PEN PAL My name is Drew. I'm locked up in the dungeons of Blythe. I'm an avid AD&D player and DM, interested in writing someone about AD&D or anything. Interested in FORGOTTEN REALMS and RAVENLOFT. I am a28-year- old male. Ironwood State Prison, Drew MacDonald J00947, B S 114, PO 2229, Blythe CA, 92226

UNLIMITED ADVENTURES is a brand new gaming club. If you are an amateur writer, designer, or general RPG enthusiast with an interest in new gaming concepts, incredible adventures, and fantasy art and literature, we need your help! Send SASE to: Mark Maslen, editor, Unlimited Adventures, PO 108, Lucan ON, N0M 2J0 Canada.

LOOKING FOR old American sci-fi magazines from the 40s and 50s in mint condition. Send me your price list. Also looking for pen pals interested in exchanging views on various matters. Charles Grzegorczyk 9M44 Gen. Zolkiewski St. 27600 Sandomierz, Poland

HELP! I'm looking for info on how/where to find Larry Elmore trading cards or signed artwork/lithographs. Bartley J. Finn, Jr., 1291 Indian Church Road #44, West Seneca NY, 14224

CALLING KNIGHTS of the Empire Long time, really missed you guys. I'm doing fine and so is little Eddie. Wish to hear from you. I also seek pen pals to talk about horror movies and miniatures. Edward Perez, 1187 E. 226 Dr. Apt. 2C, Bronx NY, 10466

DESPERATELY SEEKING the following accessories: FR10 Old Empires, FOR1 Draconomicon, Volo's Giude to Waterdeep. Will pay top dollar! Also looking for other old FR accessories. Steve: 316/687-0021; 2430 S. Laurel, Wichita KS, 67210

FOR SALE: Various issue of DRAGON Magazine, #41–72 plus "Best of Dragon" Volume II. Send list of wants with bid per issue. Successful bidders will be notified by return mail and asked to make payment. Shipping $1 per issue. Mike Carr, PO 326, Dousman WI, 53118

TEXAS: I'm moving to Fort Stockton area around Dec '96. I'm an active gamer looking to join a group. Experienced DM in my own DARK SUN* campaign, experienced player in AD&D, tried many others. Enjoy gaming period. Please write until Sept '96: Cpl Foster, HHC 34th SG Unit 15333, attn: CMD GP, APO AP 96205-0177. After then I will have no address!

URGENT! Would like correspondence with anyone going to GEN CON*, Euro GEN CON*, or Spanish GEN CON*. Will make it worth your time. John Nichols, Rt. 1 Box 175, Elk City OK, 73644. 405/225-7983

NETWORK CLUB INFO: I maintain the internet-based North American Gaming Club List, and want to expand our RPGA* Network info. The NAGCL is posted monthly to newsgroups and echoed to AOL and Compuserve. Currently covers 54 states and provinces, 250+ clubs. For current copy or to submit info,email:multigenre@multigen.com No fees involved. Invaluable free service!

COLORADO: I'm a 14-year-old male looking to join a gaming group or club. I have just started gaming and have very little experience. I'm interested in AD&D* but am willing to learn other systems. John Wright, 2693 Cortina Ln., Vail CO, email: vms@vail.net 970/476-7364 If no answer, please leave message

MASSACHUSETTS: I'm 18 years old, been playing AD&D for 5 years, and enjoy M:tG. I'm looking for folks to help me form a gaming club. If you live nearby and are interested, call or write. Ben(zo) Stanbury, 6 Middlesex St., Wellesley, MA 02181. 617/235-1854

WISCONSIN: Players wanted for AD&D FORGOTTEN REALMS campaign in Milwaukee. Bill 414/425-0192

WE BUY YOUR RPGS! Graveyard Games buys and sells used RPGs and sourcebooks. You can also receive credit towards the purchase of any game we have in stock! Graveyard Games, PO 5092, Wilimngton DE, 19808-0092

FOR SALE: Warhammer Fantasy Roleplay, Rolemaster boxed set, DARK SUN modules: Black Flames, Merchant House of Amketch, Marauders of Nibenay, and Black Spine. All in good condition. Also looking for pen pals. I'm 18 years old and have many interests. Write: Sean Decker, 93 Wasson St., Witherbee NY, 12998.

HELLO MISTER SIR NITE reely nice man with the shyne armor... This is Kenosha Fandangoflowerfalldragonseekerdrawabreathhammerstrikeleatherpouchatmysidefurrfoots mith an I hav ben wantin to rite you to thank you for my tedy ber it is very nice an I lov to slep with it an it is prety an al my frends ar jelus becus I hav such a nice tedy ber and they don't beleeve me when I tel them that I went on an advencher with you an othr tal peple and I got to rid on your hors an that other nice man savd me from the stinky bad water monster and then you dyed an I giv them my things (an my lizzard) to help you get alive again an I am very hapy that you ar aliv and wel I hav to go...hey hav you seen any dragons? I am stil waitin to tuch one oh wel I wil talk with you later goodbye

The Ravens Bluff Trumpeter

O'Kane Abducted!

City Government Thrown into Chaos

In an unexpected and stunning blow, enemy forces abducted Lord Mayor Charles Oliver O'Kane early yesterday morning before dawn.

Witnesses claim that horrid monsters from the lower planes wreaked havoc in the Lord Mayor's estate, distracting guards and breaking wards. In the commotion, fiends from the Abyss made off with O'Kane unopposed.

City Watch officers have no clues. "This was completely unexpected," said Chief Constable Rolf "Sunny" Sunriver. "It's an especially dire loss after the disappearance of Lord Marshal Gaius Varro, but I have confidence that my officers will do their best."

Oracle, The Ministry of Art's Diviner representative, arrived moments before the City Watch. He did not comment on his findings.

Deputy Mayor Belanor Fenmarel immediately assumed the position of Acting Mayor, stating that his top priority would be to send out teams to locate and recover O'Kane.

"The Lord Mayor is a superior military leader and administrator. We need him now," Fenmarel said in a hastily prepared statement at an emergency meeting of the Council of Lords.

With the rise of Deputy Mayor Fenmarel to the position of Acting Mayor, Lord Chancellor Arvin Kothonos becomes second-in-command.

Acting Mayor Fenmarel has already appointed Lord Chancellor Arvin Kothonos to provide food and supplies for the city, and is expected to name a military advisor from the temple of Tempus later today.

Lord Varro's similar disappearance several months ago put the army under the command of Field General Lord Blacktree. Blacktree has mounted a surprisingly effective defense using the ever-thinning Ravens Bluff forces.

Many among the Council of Lords are visibly anxious about this new crisis.

Lord Bearmin Nightstalker led a small faction in the Council to declare martial law throughout Ravens Bluff and its protectorates, saying "If this can happen in the Lord Mayor's mansion, all of the city needs constant watch.."

The motion was voted down, but tensions in the Council are echoed around a city reeling from the most recent in a series of setbacks.

Pirate Threat Remains

Pirates remain active near Ravens Bluff preventing cargo ships from reaching port.

A recent mission against the pirate's alleged leader, Miriel Smith, had what some call mixed success.

Smith had stolen several vital spell components from the Wizard's Guild. Though the components were recovered by adventurers, the fate of Miriel Smith remains a mystery.

According to common report, Smith met her demise fighting adventurers aboard her ship, the *Sea Vixen*. Others claim that Smith escaped.

A rare survivor of a *Sea Vixen* attack, Phineas Brine, said that a red-haired pirate captain slew all hands and sunk his vessel, *The Unlikely Naiad*. Brine himself escaped by casting *feign death* and was thrown overboard with the dead. Later he swam ashore and made his way to Ravens Bluff.

Brine said that Smith escaped with her vessel and is still at large. Less substantiated stories also circulate in the Harbor District. The Harbor Patrol will continue to investigate and would appreciate any further information.

In a related story, several priests of the temple of Silvanus were reported missing in action yesterday.

According to Silvanus acolytes, priests took a ship acting on the advice of adventurer, Landros Pathfinder (played by Richard Moore of GA). They planned to disrupt the pirates with an *earthquake* spell and create a tidal wave to sink pirate ships. The escort cog, *Kilvin's Dream*, is also missing with a crew of 30.

Belgard's Stand Rebuilt

In recent months, the army has fought losing battles against overwhelming humanoid and mercenary enemy forces. The destruction of Belgard's Stand broke a major link in the city's northern defenses.

Field General Lord Blacktree's goal has since been to recapture and rebuild the fort. In a fierce battle a tenday ago, Blacktree succeeded in taking the remains of the Stand and secured the area.

The Bloody Hatchets cut off the enemy's escape route. Members of the elite unit slew many as Blacktree's main force drove the humanoids into the waiting arms of the Bloody Hatchets.

Blacktree quickly brought wizards from the Wizard's Guild, to help erect walls of stone and battlements. Supply wagons arrived within a day, and a divisionof infantry and of cavalry has been assigned to secure the area and the fort from being overrun.

Editor-in-Chief: Fred Faber
City News: Clio Hesperin
Society Editor: Jacinth Moonspring

Potions Lotions & Notions Sell to Army

—Dilbert Gotlied II

The anonymous owners of the now closed Potions, Lotions, and Notions announced their intentions to sell and publicly ship all remaining stock of magical weapons, potions, and other magical items to the army of Ravens Bluff.

The statement was delivered through PL&N spokesman and attorney, Slick Willie Hart. This announcement is thought by many to be a move to quell rumors that the store's stock was stolen by a former employee, Silver Fox. Silver Fox has not been seen in the city in more than seven days.

Judge Rupert T. Hangman has issued a warrant for Silver Fox's arrest. Judge Hangman also made information public regarding the demise of another magic shop, Chemcheaux, about a year and a half ago.

Hangman made allegations that a man matching Silver Fox's description was seen at the site of Chemcheaux's location before its destruction. However, no formal charges were made against Silver Fox concerning Chemcheaux, or any other crime within Ravens Bluff.

Whatever their motives, the sale appears genuine. Lord Charles Blacktree IV, Field General of Ravens Bluff's military forces confirmed the sale saying, "[The owners] are selling their stock at prices well below retail value and are acting, I believe, in the city's best interests."

"These people," Lord Blacktree said, "should receive the highest medals and awards this city has to offer. The magical weapons and armor they have sold us will go a long way in the defense of the city."

Blacktree would not comment on what specific items the army would be receiving, or how he plans to use the influx of magic.

Rumors hint that the owners are gathering bands of adventurers to investigate the disappearance of Silver Fox, and if necessary, return him to the city to stand trial. The owners are unavailable for comment.

Ravens Bluff Pledges Aid to Mossbridges

Following the eighth incursion in three months, the people of Mossbridges today asked Ravens Bluff for protection.

Mossbridges, the village north along the road to Tantras, has been a friendly, but distinct neighbor to Ravens Bluff for many years. Recently though, the villagers barely have had time or resources to rebuild before being overrun by humanoids and mercenary units in hire of the enemy.

Acting Mayor Belanor Fenmarel responded quickly by pledging military support in exchange for long-term tariff reductions on goods traveling into and out of Ravens Bluff. After a brief consultation, Mossbridges ambassadors agreed fully to all of Fenmarel's terms.

Field General Lord Charles Blacktree IV said, upon hearing the decree, "Now we are spread thin indeed, perhaps too thin.

"We will do our best to support the Acting Mayor, but I fear this decision will more than likely have grave consequences. It would be better to bring the inhabitants of Mossbridges into our city until the siege has passed."

Fenmarel has dispatched of group of wizards to Mossbridges to shore up and provide safety until troops can be diverted there to improve defense. Several wizards have already begun teleporting food and much-needed medical supplies into the city as well.

Troops are expected to begin arriving as early as tomorrow. Blacktree personally dispatched the elite Bloody Hatchets unit to secure and defend the area until support and relief units can arrive.

Adventure. Excitement. Challenge.
They don't just happen. You earn them. With sweat and skill and sacrifice. But the rewards are greater than you ever imagined. Interested? Talk to your Ravens Bluff army recruiter.
(mail your character to HQ. specify "army")

NOTICE

A number of prized Gowns of Protection have been stolen from the Temple of Sune. These gowns are gifts from the Lady of Love, and we request their immediate return. Any who do so will not be questioned or prosecuted. May your eyes see only beauty.

(These were mistakenly given to non-clergy in Opposites Attract. *Please discard certificates for* gowns of protection *if you do not play a priest of Sune. Judges will confiscate any found with non-Sune priest characters.)*

Society News

—Jacinth Moonspring

Hello again, dear readers! It seems that the Roosters once again dominate society news. Over the past year, I've learned, one of the city's adventuring warriors has been progressing steadily in the ranks of the Roosters. This warrior, who claims to be of noble Cimbarian blood, calls himself **Don Juan Montery** (played by Roger Rhodes of NY). Our fair-haired Don Juan, it seems, is making a quite a name for himself as a lady's man. However, he must have recently lost a bet because no more than a month ago he was seen in the company of **Vedina Stareye** (played by Alex Bokman of NY), who more than one frequenter of the dockyards has described as having the "face of a pock-marked road and a voice like fingernails on slate." Within the last month, he has been seen with the diverse likes of the half-elf scout, **Opal Starlight** (played by Ruth Patinsky of NY), and a lovely paladin of Tyr, **Yvonne Chantel** (played by Jaunie Arents of ??). However, just days later, Lady Chantel was denying that she would ever have been in the company of a womanizing "Chicken Knight."

Now, it seems our young Don Juan has settled on another Golden Rooster, a feisty lass known as **Ladyhawke** (played by Scott Carter of NJ). But, with Don Juan assigned to the infantry and Ladyhawke guarding the city walls, who knows if the Fates will ever allow their lives to intertwine, and bring forth the next generation of Rooster Knights?

It's so sad, dear readers. War is a shame, but nothing can stop true love. Except maybe a well-placed crossbow bolt. More stories of love and daring are on the horizon!

Society column written by Wayne S. Melnick of FL. If you have printworthy news to share, contact Wayne c/o RPGA® Network or directly by e-mail at: Cateyes01@aol.com

NOTES FROM HQ

Scott Douglas Bites His Toenails

Ha Ha! Not really! But as I write this in mid-May, Scott's off at conventions for a couple of weeks. This issue will be gone before he gets back, so I can say whatever I want.

Scott Douglas Shaves His Armpits With an Epilady

One thing Scott asked that I mention is the ongoing Rights & Responsibilities survey. They're coming in faster than mosquitos through a busted screen door. We're reading every one of them, and we'll print a "best-of" in September.

YOU have a golden opportunity to help shape the network's future. Tell us what you have a *right* to expect from your RPGA® network. Also tell us what *responsibilities* you have as an important, contributing member to the world's premier role-playing organization. We take letters, faxes, and email, so as long as you read and write English, you got no excuse.

Scott Douglas Moonlights as a Professional Jell-O Wrestler

While you're writing, why don't you jot down some stuff your RPGA club is doing? In a couple of months you'll see a new feature in the newszine: the News Scene. You enjoy playing games, right? Well, share the wealth, Bucko! Send in about 300 words on what very cool thing your club is doing or has done: fund raisers, handy house rules, charity events, anything you claim bragging rights to. Send a picture of your club in action too, to highlight the moment.

This Means You, non-Americans! I hear your cries that the newszine is too American, but we won't get any more international unless we all do our part. I'm interested in hearing what everyone has to say about making POLYHEDRON™ newszine more useful.

Plus, if you send really good stuff, I may send freebies. No promises, but if you're good....

Scott Douglas Drives Through Puddles to Splash Pedestrians

Another News Scene exclusive: member polls. Send in a card, letter, or email answering these two questions:
1) Where do you usually play your role-playing games? (home, school, library, game store, conventions, etc.)
2) What is your favorite game/game system? (AD&D®, Storyteller, Star Wars, RIFTS, Shadowrun, GURPS Bunnies & Burrows, etc.)
Include your name and membership number too, please, so that I can give a

brand-spankin' new *PLAYER'S OPTION™: Spells & Magic* book to one lucky respondant.

Scott Douglas Is Actually a Really Great Guy

But you didn't hear it from me.

LIVING CITY™ Regional Director

I would like to introduce Daniel Donnelly (take a bow, Dan), the LIVING CITY Regional Director (RD). Dan has volunteered to work tirelessly to help you enjoy the LIVING CITY campaign, and to offer more opportunities for your characters. Specifically, Dan can help with:

Questions—Dan can help you with character creation and advancement questions, and general rules interpretation. He can also tell you about the city, government, temples, and more.
Interactives—Dan has a great deal of experience with LIVING CITY Interactive planning, and will help you with details for your interactive proposal. All interactive proposals now go through the LIVING CITY RD before submission to Network HQ.
Tournaments—Dan will be happy to give you advice on writing LIVING CITY tournaments, tiering monsters, and fitting tournamant ideas into the campaign (he kind of knows what is going on). All submissions still come to Network HQ, but if you want an informal, informed opinion, Dan's there for you.

Dan *cannot* however, determine official campaign rulings, grandfathering rulings, special cases, or grant official approval.

You can contact Dan either by e-mail at *RDRavens@aol.com* or by snail mail at 2250 Lexington Way, Kennesaw, GA 30144.

LIVING CITY— A Tournament Campaign

We receive many requests for LIVING CITY characters to do things outside of tournaments. This is fine in a campaign of six players and a DM, but in our campaign of 4,000 players it does not work as well. Therefore, we must state policy: **LIVING campaigns are tournament campaigns.**

All play happens in sanctioned tournaments and Interactive events at conventions. The concept of downtime, which we define as time between adventures, does not exist as a playing opportunity in the campaign. Your character earns money between adventures, and the money earned is used to buy food, repair equipment, pay taxes, etc.

Certain extra-adventure activities are available at Interactives, such as purchasing land, guild business, applying to the City Watch or a knightly order, purchasing magical items, and more.

However, aside from submissions to the Newszine, tournaments and interactives are the only opportunitites to play LIVING CITY characters. If you want to do something that cannot be done during tournament play or at an Interactive, we cannot allow it. If you have questions about what can be done during an interactive, or want to set up something to be done through interactives that is not available now, contact the LIVING CITY RD, Daniel Donnelly.

To Find Out More

Other sources of information are readily available to help you find answers to your LIVING CITY questions.

For more information on the various Knighthoods, send email to: *RBKnights@aol.com.*

To get info on City Watch write to Dennis Everett PO 5297, Maryville TN, 37902-5297 or email: *DenRayEver@aol.com.*